




CONOR ROGERS


Computer Science Student

 (555) 555 5555

 conorjamesrogers.github.io/

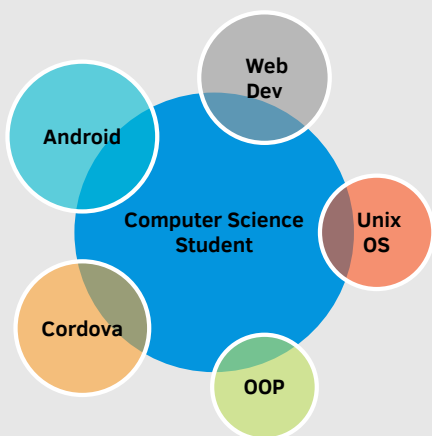
 cojaroge@ucsc.edu

 /in/conor-rogers

 conorjamesrogers

Skills

Overview



Programming

0 LOC —————> 5000 LOC

C++ • JS • Python

Java • C • HTML\CSS

LaTeX • SQL • Scheme

Projects

CrimeWatch - An Android App / Web App that allows the general public to gather and assemble information and evidence about incidences anywhere.

Twitter-API-Sentiment-Analysis - A Naive Bayes Classifier and Twitter bot using NLTK for Python and Twitter API.

Summary

About Me

- Passionate about computer security and privacy
- Experienced collaborating on software within a team
- Creative and resourceful problem solver
- Motivated self starter who thrives in a fast-paced environment
- Hungry for knowledge
- Eager for experience

Education

2016 - 2018 **B.S., Computer Science** (GPA: 3.3/4.0) University of California, Santa Cruz

- Completed a majority of the upper-division courses to achieve a degree. Expected graduation in Spring 2018.

2013 - 2016 **A.A., Mathematics** (GPA: 3.2/4.0)

College of Marin, California

- Completed more upper-division Math and Physics courses than bureaucratically necessary.

Experience and Hackathons

Jan 2018

CruzHacks Attendee

CruzHacks

- 48 hours in teams of 5 or less to produce a finished product
- Gained working knowledge on how to effectively work on a team to develop software.

Sept 2016 - Present

Student

University of California, Santa Cruz

- (BS) Computer Science
- Completed classes include: Computer Architecture, Database Systems, Computer Networks, Mobile Applications, Probability and Statistics for Engineers and Compiler Design.

Aug 2013 - July 2016

Curriculum Designer and Instructor, Coding Instructor

MV GATE

- Designed, planned, and instructed after-school STEM and programming courses for children ages 6 - 14.
- Developed skills conveying programming ideas to students and parents.
- Worked in a small group to efficiently plan and implement lesson plans.
- Taught JavaScript, Blockly, 3D Printing and Design.