Conor O'Malley

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Education

University Of Central Florida　　　　　　　　　　　　　　　　　　　　**Aug. 2020 – June 2023**
Bachelor of Science in Computer Science, BS　　　　　　　　　　　　　　　　　　　*Orlando, FL*

Cypress Creek High School　　　　　　　　　　　　　　　　　　　　　**Aug. 2016 – June 2020**
High School Diploma　　　　　　　　　　　　　　　　　　　　　　　　　　*Orlando, FL*

Relevant Coursework

- Computer Science I & II
- Systems Software
- Discrete Structures I & II
- Principles of OOP
- Security in Computing
- Differential Equations
- Technical Writing
- Computer Graphics

Experience

Dosed Inc.　　　　　　　　　　　　　　　　　　　　　　　　　**Aug 2018. – Feb. 2019**
Backend Developer　　　　　　　　　　　　　　　　　　　　　　　　　　*Remote*
- Working to develop an online shopping web-application.
- Creating database models, express middleware, routes, and services such as a role-permission service, a user service, and a shipping-address service.

StemEduc8　　　　　　　　　　　　　　　　　　　　　　　**June 2018 – September 2018**
Math and Computer Science Tutor　　　　　　　　　　　　　　　　　　　　*Orlando, FL*
- Work with students to teach them computer science and math skills, both one-on-one and in a classroom format, with a focus on calculus and programming.

Projects

School Nodemap | *Javscript, Canvas API*　　　　　　　　　　　　　　　**June 2018 - Aug 2018**
- Built an online tool to create visual graphs, allowing for labeled nodes, weighted edges, and cosmetic settings on nodes.
- Made a separate tool that utilizes those graphs for helping students plan out classes at their school.

Raymarching Mandelbulb Visualization | *Javscript, WebGL, GLSL*　　　　　　　　**January 2021**
- Using WebGL and raymarching algorithims, I created an in-depth visualization of the mandelbulb (a three-dimensional extension of the mandelbrot set) with advance camera controls and lighting. The rendering was done completely from scratch in a fragment shader.

Budget VR | *Javscript, WebGL, Socket.IO, Express*　　　　　　　　　　　　　**KnightHacks 2021**
- In 24 hours made a virtual video call site, where users can connect online and see each others video feeds represented as 3D objects in virtual space (Before Meta Verse was even announced)

Bitflip | *Javscript, C++, WebGL, Express, Emscripten*　　　　　　　　　**February 2022 - Present**
- Made a fully browser based logic gate simulation where users can create logic circuits using gates and inputs and outputs
- Runs natively on C++ via Emscripten, visuals GPU accelerated via WebGL, all hosted off a Node JS server.

Technical Skills

Languages: Javascript, C++, C, Java, HTML/CSS, SQL, Python, C
Developer Tools: VS Code, GCP, Git, Bash, npm, AWS, Unix
Technologies/Frameworks: React, Vue, MongoDB, node.js, ESNext, Express, TypeScript

Leadership / Extracurricular

Programming Team　　　　　　　　　　　　　　　　　　　　　　**Aug. 2020 – Present**
Varsity Member　　　　　　　　　　　　　　　　　　　　　　　*University of Central Florida*
- Placed highly in regional and national competitions including ICPC and Mercer.
- Developed critical problem solving and team building skills while competing.
- Learned various additional computer science data structures, algorithms, and strategies.

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Paramount - Software Engineering Internship

linkedin.com/in/conorpo
Portfolio

COVER LETTER

Date: October 30th, 2022

Dear Paramount Recruitment team,

I, Conor O'Malley, am excited to apply to be a part of the Paramount Engineering Team. I believe that my drive, consistency, and ability to learn quickly will allow me to thrive in the software engineering industry. Although I do admit my experience in the field is limited, I promise that I can pick up the required information quickly and learn from my more experienced coworkers to become a vital worker for Paramount.

There are a few reasons I believe I would make a great fit for this position. My current major in computer science has already prepared me to pick up and learn technical information. My experience working with back-end technologies such as Node, Java, and Python will allow me to integrate quickly into the team. I will be more than committed to learning everything I need in terms of workflow, sprint ceremonies, system specifications, and testing/maintenance in order to become a successful engineer. At school, I compete with my official school programming team, which has given me leadership and team experience that will prepare me to work with a technician team. I have practice in both a leadership and team-member role, so whatever the situation requires of me I will be prepared to delegate or be delegated during the job.

I realize that the main drawback of my application is my lack of professional work experience. As someone in the computer science field, I've done freelance work and made personal projects in my field, but have never had a traditional job. I can't do anything to change this fact, other than give my word that I am more than prepared to do what it takes to work in a professional environment. I hope that we can continue with the application process with an interview. I am willing to put in the time and effort to become an essential employee at Paramount, and I hope you can give me this opportunity to prove myself.

Best Regards,
Conor O'Malley

Mini Interview: https://youtu.be/DBNgiGQ2jqs