Conor Sullivan - ML Developer

- conorwsullivan.com
- lonepine.io
- conorwsullivan@gmail.com
- github.com/ConorWSullivan

Education

Early Days

- I learned to program when my parents bought me "Sam's Teach Yourself C++ in 21 Days". I was twelve.
- I programmed games throughout high school.

High School

- I took a course on Java programming in high school
- The next year, I assisted the teacher in teaching the next class.
- For this, I recieved the school's Athenatius Kurtcher Award for Instructional Technology.

Santa Clara University - BS in Computer Science - 2006-2010

- I learned algorithms, data structures, and other core CS concepts. I also took classes in Cryptography.
- I scored a perfect 800 on the GRE for mathematics.

Work Experience

Lone Pine Games - 2017-Present

- I created a city builder PC video game.
- I used OpenGL and C++, and built the game engine from scratch.
- Visit lonepine.io to learn about the game and the company.

Uber - Software Developer II - 2016-2017

- I created and managed several internal operations web tools, making life easier for Uber operations.
- I used the React stack as well as Vagrant managed AWS instances.

Eris Exchange - Software Developer - 2015-2016

- I created a web app which charts market data for Eris's financial exchange.
- I also created a web app which catalogs Eris's thousands of financial products.
- I used HTML, CSS, JS, Redux, React, Gulp, Ruby, Rails, and jQuery.

Critical Mass - Software Developer - 2013-2015

- I implemented new features on a promotional website.
- As part of this, I developed a filterable, paginated review interface for submissions to a contest.
- I used HTML, CSS, JS, Groovy/Grails, and jQuery.

VMware - Software Developer - 2010-2012

- I reimplemented the frontend to a single-sign on application, as part of a team.
- As part of this, I developed sophisticated AJAX widgets with searching, sorting, and drag-and-drop features.
- I used HTML, CSS, JS, and jQuery.

IBM - Technical Intern - 2008-2009

- I developed the frontend to a personnel scheduling application.
- I used HTML, CSS, JS, and XSLT.

Passion

- > I regularly program on my own time for fun. You can see some of my work on GitHub.
- > I love to explore new machine learning and AI technologies. I am very passionate about the future of technology.
- > I consider testing to be a fundamental part of software development, and I prefer to work in codebases that are well tested.

Skills

- > NLP & ML models
- > Python, PyTorch & Numpy
- > Linux & Remote Instance Management
- > Business & Project Management
- > C++, OpenGL, GameDev
- > JavaScript & React
- > Art & Visual Design