

Connor Thompson

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Education

Indiana University Bloomington

Luddy School of Informatics, Computing, and Engineering

Bachelor of Science in Computer Science

GPA: 3.63/ 4.00

Specialization in Software Engineering

Minor in Data Science

Dean's List: Fall 2022, Fall 2023, Fall 2024

Relevant coursework: Mobile App Development, Data Structures,

Database Concepts, Intro to AI, System Programming with C & Unix

Bloomington, IN
August 2022 - May 2026

Projects

Business Action Plan Generator | *Python, React.js, Flask, scikit-learn, OpenAI API* November 2024

- Collaborated with grad and undergrad to develop a full-stack web app for generating an informed action plan in a Gantt chart, placing 2nd in Luddy hackathon
- Assisted in utilizing scikit-learn Random Forest classifier for gathering market growth data
- Web scraped social media and finance data using Reddit API and Yahoo Finance API
- Performed sentiment analysis on financial and social media data using Pandas
- Combines data into Chat GPT prompt for an accurate business action plan

Matrix Reduction Practice Platform | *Python, React.js, Flask, tailwind* January 2025

- Developed a responsive and intuitive web app to practice matrix reduction, a core skill in Linear Algebra
- Built a Python Flask API backend to handle matrix generation and the computation of the final reduced form dynamically
- Utilized TypeScript to maintain frontend development and matrix calculations
- Leveraged NumPy for efficient handling of matrix data for front-end performance

Community Grocery List App | *Kotlin, Android Studio, Firebase* December 2024

- Programmed 7 screens to provide functionality for managing and sharing grocery lists
- Designed adaptive user interface using Android XML with dynamic theme selection
- Integrated app with Firebase database for storing and retrieving grocery list data
- Collaborated with partner for testing and debugging, ensuring project deliverables

Portfolio Website | *React, Python, Flask, Next.js, Typescript, tailwind*

Technical Skills

Programming Languages: Python, Java, SQL, Kotlin, C, JavaScript, TypeScript

Developer Tools: Flask, Pandas, Scikit-Learn, React.js, Tailwind CSS, Firebase, PostgreSQL, GitHub, Next.js, Cursor, Android Studio, Visual Studio Code

Miscellaneous: Data Visualization, Unix Shell, Customer Service, Intermediate proficiency in Spanish

Leetcode Problem-Solving: 100+ Python problems solved focused on data structures and algorithms covering advanced and intermediate problem-solving techniques and patterns

Work Experience

Groundskeeper

River Run Club

Naperville, Illinois
May 2024 - August 2024

- Made the pool and club area enjoyable for guests by watering flowers, cleaning debris, and managing trash
- Helped management with software issues involving the printer and computers
- Collaborated with other employees to be most efficient in completing the tasks for the day
- Communicated with guests to meet their needs and provide feedback to management
- Took ownership of groundskeeper duties to find areas that need work and improve on them

Interests

IU Chess Club, audiobooks, running, video games, music