Connor J. Onweller

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Objective	To obtain a software engineering position starting upon graduation in June of 2020 in which I will be able to apply my knowledge of computer science concepts and methodology, as well as my communication, collaboration, and learning skills.

Programming & Scripting Languages

Proficient
Python, C, C++, HTML, CSS, JavaScript, TypeScript, Lua, Java, Bash, Scheme
Working Knowledge
R, Z Shell

Technical Skills

Git, SVN, Angular, Node.js, Express, vim, Emacs, Unix environments, Agile Development

Experience

Undergraduate Student Researcher under Dr. Kathleen McCoy   01.2019 – Present
University of Delaware - Newark, DE
- Work on a project using machine learning and AI techniques to produce text summaries of line graphs, to be used with screen readers to enable visually impaired individuals to understand the intended meaning behind the graph
- Assess and integrate cloud OCR systems to improve the accuracy of graph title and label recognition used for generated summaries
- Frequent literature reviews of relevant computer vision and natural language processing advancements

Teaching Assistant Intro to Computer Science   02.2018 – 12.2018
University of Delaware - Newark, DE
- Helped students understand a variety of programming concepts ranging from function definitions to tree structures and MVC design patterns
- Managed schedule to make sure all students in need of help were assisted in a timely manner
- Offered detailed feedback on programming assignments so that students could correct mistakes and improve on future assignments

Information Technology Intern   06.2018 – 08.2018
Givaudan (fragrance and flavors manufacturer) – East Hanover, NJ
- Addressed end-user issues involving both software and hardware
- Helped employees with varying technological backgrounds learn how to use and address issues with various software
- Shadowed employees working within the fields of IT management, network architecture, and service desk support

Education

University of Delaware
Bachelor of Science, Honors Degree   Expected Graduation: May 2020
Major: *Computer Science,* Concentration: *Artificial Intelligence*, Minor: *Psychology*
Major GPA: 3.854, Cumulative GPA: 3.741
Dean's List: All Semesters

Relevant Coursework

Artificial Intelligence, Parallel Computing, Multi-Agent Systems, Advanced Web Technology, Data Mining, Cognitive Science, Social Psychology

Leadership & Activities

University of Delaware CS + Social Good   08.2018 – Present
Co-Founder and Vice President
- Facilitate special topics education by leading club workshops on programming topics ranging from introductory web development to agile methodologies
- Plan and coordinate social events such as hackathons and professor Q & A panels to promote cohesion and comradery among the university's computer sciences students
- Assistant teach and lesson plans for introductory programming courses at local middle schools

University of Delaware Alternative Spring Break Service Program   09.2018 – Present
Member
- Participated in a spring break service program focused on water quality management, sustainable farming, and environmental justice
- Worked with the Chesapeake Bay Foundation by planting tree saplings to reduce runoff and constructing reef balls to help restore Chesapeake oyster populations

Boy Scouts   09.2010 – 04.2016
Eagle Scout
- Led a 60 hour service project building benches for a local community garden, involving coordination with local government, fundraising, and management of those volunteering on the project
- Led and organized weekly meetings involving upwards of 50 scouts

Personal Interests

Guitar, bass, graphic design, programming