Connor Taffe

(501) 606-1807 · cpaynetaffe@gmail.com · byteflame.org

EXPERIENCE

Acxiom ITO October 2015, current
Entry Application Developer *Conway, AR*

- Wrote and maintained software in C# for the .NET platform.
- Versioned software in Git and maintained repository via Enterprise Github.

UALR EIT IT August - October 2015
Student Worker *Little Rock, AR*

- Resolved technology related issues for staff and students.
- Tracked issues in ticketing system.
- Installed and Setup Microsoft Windows, including joining to Active Directory domain.

EIT SUPER, UALR Summer 2015
SUPER Scholar *Little Rock, AR*

- Summer Undergraduate Program of Entrepreneurship and Research (SUPER).
- Creation of an Android application, written in Scala, to interface with a vehicle's OBD-II system via Bluetooth transmitter.

Emerging Analytics Center (EAC), UALR October 2014 - May 2015
Software Engineering Intern *Little Rock, AR*

- Presented at IEEE VR 2015 on the integration of Unity 3D, Qualcomm's Vuforia, and Intel's OpenCV to create interactive Augmented Reality (AR) applications.
- Used Unity 3D (scripting with C#) for 3D programming and model manipulation.

UALR Bioinformatics August - October 2014
Research Assistant *Little Rock, AR*

- Preliminary work on refactoring a genetic algorithm codebase with an emphasis on common stylistic guidelines and concurrency.

CentOS Server Wordpress Installation August 2014
Freelance Developer

- Installed Wordpress on a pre-imaged CentOS server.
- Set up a mysql database and edited Wordpress configs.

EDUCATION

University of Arkansas, Little Rock June 2018
B.S. in Computer Science

- Substantail Completed Courses: Data Structures and Algorithms, Computer Systems and Assembly Language, Calculus II, Operating Systems, Databases, and Discrete Math.

PERSONAL PROJECTS

Lispy September - November 2014

- Lisp-like interpreter written in Python
- Producer-consumer threading optimizes stages
- Lazy-evaluation of defined variables
- lambda functions and recursive lambdas
- EBNF formal definition of the language

utf8 / utf8plus February 2015 - Present

- utf8 parser written in C, and C++ wrapper.
- RFC 3629 compliant.
- Quick encoding/decoding of runes, rune validation, and string parsing.
- Reports errors within the rune and codepoint (int32_t) types using approprate non-valid values in C.
- Use of the `utf8::rune::exception` class to report errors in C++, or appropriate C++ standard exception.

bf November 2014

- Optimizing BrainFuck just-in-time compiler
- Emits x86_64 instructions to executable mmap'd pages
- Producer-Consumer concurrent architecture with a REPL interface

TECHNICAL STRENGTHS

General Programming

Languages:	C#, C++, C, Go, Java, Scala, Python
Libraries:	Android SDK
Version Control Systems:	git
Build Systems:	Make, CMake, Gradle

Operating Systems

Android:	Familiarity with Android, the Android build toolchain, debugging, etc.
BSDs:	OpenBSD, FreeBSD, Dragonfly BSD, OS X
Linux:	CentOS, Debian, Ubuntu, Fedora, Red Hat Linux

Unix/Linux Systems

Longtime Linux user. Experienced with system utilities, system administration, userspace programming, and light kernel programming.

Web Programming

Server side:	Python, Go, Php, SQL (MySQL, PostgreSQL)
Client side:	JavaScript (JQuery, THREE.js, etc.), CSS, (X)HTML