

# Connor Taffe

(501) 606-1807 · [cpaynetaffe@gmail.com](mailto:cpaynetaffe@gmail.com) · [byteflame.org](http://byteflame.org)

## EXPERIENCE

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### **Ensono (formerly Acxiom ITO)**

*Entry Applications Developer*

October 2015 - May 2016

*Conway, AR*

- Wrote and maintained software in C# for the .NET platform.
- Developed applications in Node.js, Golang, and Python for AWS Lambda.
- Versioned software in Git and maintained repositories in Bitbucket.
- Participated in Agile training and worked as part of a scrum team.

### **UALR EIT IT**

*Student Worker*

August - October 2015

*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**

*SUPER Scholar*

Summer 2015

*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**

*Software Engineering Intern*

October 2014 - May 2015

*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 ([presentation](#)).
- Used Unity 3D (scripting with C#) for 3D programming and model manipulation.

### **UALR Bioinformatics**

*Research Assistant*

August - October 2014

*Little Rock, AR*

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

### **CentOS Server Wordpress Installation**

*Freelance Developer*

August 2014

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

### **[Mesher](#)**

*Freelance Developer*

July - August 2014

- Client side stl-editing application built atop THREE.js, a popular WebGL interface.
- Provides a clean interface to many of the common operations done on STL models before 3D printing.

### **Future Tek Inc.**

*Contract Graphic Designer*

June - August 2012

*Columbus, MS*

- Worked as a contract graphic designer to produce a new catalog, logo, and social media presence.

## EDUCATION

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### **University of Arkansas, Little Rock**

*B.S. in Computer Science*

June 2018

- Substantial Completed Courses: Data Structures and Algorithms, Computer Systems and Assembly Language, Calculus II, Operating Systems, Databases, Discrete Math, Computer Organization, Monte Carlo Simulation, Independent study on Compiler Design, Artificial Intelligence, Language Structures, and Computer Security.

## PERSONAL PROJECTS

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### 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 appropriate 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

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### General Programming

Languages: Go, C, C++, Python, JavaScript, Typescript, (X)HTML, CSS,  
Scala, Java, C#, Rust, Php  
Libraries: Android SDK, JQuery, THREE.js, Angular 2, Angular Material,  
Bootstrap  
Tools: Docker, Git, Make, CMake, Gradle  
Databases: MySQL, MS SQL Server, PostgreSQL  
OS: OS X, Linux, Windows