Connor Taffe

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EXPERIENCE

Programmer

All Electic Supply

June 2016 Little Rock, AR

· Programmed against Google APIs for Google Apps for Buisness on Google App Engine in Go

- · Submitted several PRs to xTuple (ERP software)
- · Versioned software in Git and maintained repositories in Bitbucket.
- · Introduced team to team SaaS solutions like Trello and Slack

Ensono (formerly Acxiom ITO)

October 2015 - May 2016

Conway, AR

 $Entry\ Applications\ Developer$

- \cdot Wrote and maintained software in C# for the .NET platform.
- \cdot 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.
- \cdot Installed and Setup Microsoft Windows, including joining to Active Directory domain.

EIT SUPER, UALR
SUPER Scholar
May - August 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

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

UALR Bioinformatics

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

August 2014

 $Free lance\ Developer$

Research Assistant

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

Mesher

July - August 2014

Freelance Developer

- · 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.

June - August 2012

Contract Graphic Designer

Columbus, MS

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

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, Discrete Math, Computer Organization, Monte Carlo Simulation, Independent study on Compiler Design, Artificial Intelligence, Language Structures.

Lispy September - November 2014

- · Lisp-like interpreter written in Python
- \cdot 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.

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: 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, PostgresSQL

OS: OS X, Linux, Windows