

# Connor W. Fitzgerald

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## EDUCATION

MAY 2021 **Hunter College**  
*Anticipated Computer Science BA &  
Anticipated German BA  
Daedalus CS Honors Program*

JUNE 2017 **Quest to Learn High School**  
*Advanced Regents Diploma*

## WORK EXPERIENCE

*Middle and High School Math Tutor*  
CUNY Tutor Corps JAN – JUN 2019  
Tutored public school students in both Math and Computer Science. Assisted teacher with grading, allowing students to get their grade faster. Ran a successful Computer Science lesson.

*Programming Intern*  
Geopipe JUL & AUG 2018  
Built Unity Game Engine plugin in C# to interface with the company's 3D model API. Used caching, asynchronous processing, and efficient datastructures to hide network latency in a soft realtime environment.

*Video Assistant*  
Manhattan Youth AUG 2017 – OCT 2018  
Worked with the lead of the video department. Assisted in the editing of various student videos. Filmed events that the video lead could not attend. Assisted in the organization of equipment for student film programs.

*Film Intensive Camp Counselor*  
Manhattan Youth JUL 2015, 2016 & 2017  
Helped with the management and administration of the camp. Taught the students how to use their editing software and camera equipment. Produced short documentary films to record the day-to-day events of the camp.

*Office Assistant*  
Community Works NYC JUN 2014 – MAY 2015  
Helped with basic office tasks, managed Excel spreadsheets of events, and updated & maintained functionality on their custom website.

## COMMUNICATION SKILLS

ENGLISH Native speaker  
GERMAN Intermediate courses

Highly motivated self-taught programmer. Contributed to many open source projects and has experience with code reviews and the collaborative programming process. Has a particular interest in Optimization, Compilers, Automated Testing, and Programmer Tooling.

## SKILLS

LANGUAGES Rust (1yr), C++ (5yrs), C# (4yrs), Python (6yrs), Scala (2yrs), Markdown, GLSL, Kotlin, SQL, LaTeX

TECH After Effects, Appveyor, Blender, Cargo, CMake, Docker, Github Actions, Jenkins, Perf, Photoshop, Postgres, Premiere, QML, Qt, Travis-CI, VTune

PARADIGMS Async-Await, DoD, Soft-Realtime, FP, Fuzzing, SIMD, Parsing, OOP, Unit-Testing

## OPEN SOURCE

*BVE-Reborn/bve-reborn*  
Owner 2017-PRESENT  
A complete rewrite of OpenBVE Train Simulator using Unity and Rust. Emphasis on accuracy, designer friendliness, and performance. (Code before Sept 2019 at BVE-Reborn/bve-reborn-archive)

*NovaMods/nova-renderer*  
Collaborator 2019  
Rewrite of the Minecraft renderer. Reviewed Code, Maintained Build System, and Maintained CI. (Code before Nov 2019 at NovaMods/nova-renderer-archive)

*Microsoft/vcpkg*  
Contributor 2019  
C++ package manager. Added 6 libraries and fixed 12 bugs in library build scripts. Ensured large C++ libraries integrated correctly on all platforms.

*RockstarLang/rockstar*  
Collaborator 2018  
Comical programming language designed to look like rock lyrics. Helped flesh out and refined spec to be as clear and accurate as possible.

*leezer3/OpenBVE*  
Contributor 2015-2017  
Open source remake of a Japanese train simulator with fan-made routes. Improved C# build system and various codebase improvements.