

Connor Hryhoruk

[MY_ADDRESS]

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<https://github.com/h-connor>

Education

Bachelor of Science – Computer Science Honours
University of Manitoba | Expected: May 2021
GPA: 3.47 (cumulative)

Technical Skills

Languages

Java
C#
JavaScript
SQL
C
Python
Markdown

Tools

Git
Unity
Android Studio
API
BlueStacks
Visual Studio

Frameworks

Native Libraries
Photon - Unity3D
Android

Projects

SlowDrive

<https://github.com/h-connor/SlowDrive>

An app used to indicate if a driver is speeding.
Created as a group project in Software Engineering.

HeroesArise

<https://github.com/h-connor/HeroesArise>

A solo-project SRPG mobile game being developed as a hobby.
Will be available on the app store | Expected: 2022-2023.
For more information or interests in the app, see readme.md on GitHub.
To view the scripts I had personally written, see Assets -> Scripts on the repository.

Experience

Volunteer Services Associate

June 2018 - present

Winnipeg Harvest, Wpg MB.

Duties: Supervise, encourage, and train volunteers working on location.
Provide orientations of up to 25 people for new team members.

Moderator (Voluntary | | Nominated)

October 2017 – July 2018

SoloLearn, Mobile/Web Application.

Duties: Assure content creation guidelines and privacy policies are being followed.
Created a web crawler to detect profanity on profiles.
View my profile at <https://www.sololearn.com/Profile/1117967>