

James J. Connors III (Jimmy)

jjc9bb@virginia.edu

973-735-3242

Website: <https://jimmyc5.github.io/james-connors-website>

Academics

University of Virginia, Charlottesville, VA
Bachelor's of Science in Computer Science

August 2019 - Present

- GPA: 3.88
- Coursework has included Algorithms, Advanced Software Development, Machine Learning, Computer Architecture, Software Development Methods, Programming Languages for Web Apps, and Operating Systems, among others.
- Expected Graduation in May 2023

Skills

- Proficient in C++, Java, Python, C#, C, JavaScript, PHP, and HTML/CSS
- Proficient in React and experienced with Angular
- Some experience with Spring Boot
- Experienced using both Git and Subversion for version control
- Proficient in the Unity engine

Work Experience

CapTech Consulting, Tysons Corner, VA
Software Integration Intern

May 2022 – August 2022

- Worked as a Software Integration Intern in CapTech's Elevate program.
- Developed an airline website and other technological solutions in a team of 10 interns for an in-company client
- Focused on frontend development and also helped the team with some backend API work.
- Tools used include React, Spring Boot, Java, JavaScript, HTML, and CSS as well as Git and GitLab for version control

University of Virginia, Charlottesville, VA
Teaching Assistant

August 2021 – May 2022

- Worked part time as a Teaching Assistant for Professor Aaron Bloomfield.
- TA for the course CS 2150, Program and Data Representation, teaching C++, assembly, data structures, and more.

University of Virginia, Charlottesville, VA
Research Assistant

May 2020 – February 2022

- Worked part time as a Research Assistant for Professor John R. Hott.
- Performed tasks including: parsing, anonymization, visualization and analysis of data utilizing Python and other tools, and collaborating on resulting publication and presentation.
- Published and presented the resulting paper "How Do Students Collaborate? Analyzing Group Choice in a Collaborative Learning Environment" in the conference SIGCSE 2021.

Northrop Grumman, Charlottesville, VA
Software Engineering Intern

May 2021 - July 2021

- Worked full time at Northrop Grumman as a Software Engineering Intern for Summer of 2021.
- Primarily worked on web development, implementing various features using JavaScript, C#, and Angular. Joined a small team using SVN for version control. Performed and submitted code reviews using Collaborator.

Extracurriculars

- President of the Student Game Developers Club at UVA, a club for the design, programming, and implementation of student-made interactive video games. Served as the director for one of the club's semester-long projects, leading a team in the development of a game. Also worked as a programmer for several projects in the club from 2019 - Present. Projects utilize C# in the Unity engine, as well as GitHub for version control and collaboration.
- Member of HackCville, a non-profit organization dedicated to teaching valuable and high-demand skills, in Fall of 2019. Took a skills course which taught the building of web applications using the web framework ReactJS.
- Member of the Ultimate Frisbee B team at UVA.

Other Accomplishments

- First Place in Game Design in Brackeys Game Jam 2020.2, a game development hackathon with over 1,800 entries.
- Certified Scuba Diver.