Kevin Forrest Connors

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Professional Experience

Full-Stack Developer - John Deere, Des Moines, IA, October 2019 - February 2021

TypeScript, JavaScript, React, SQL, AWS, CSS

- Worked on a team which released a new version of the smart agricultural machine tool for file management and sharing.
  Developed back-end data transfer protocols and APIs used by the machines, and a React site for file management.
  Split and migrated existing features from a monorepo to more maintainable microservices.
  Implemented new features to support new data transfer protocols and data structures.
  During the conversion and development process, used TypeScript for every repository.
- Acted as regular scheduled on-call support for production incidents affecting various applications in the John Deere web application ecosystem.

Software Developer - Visionary Services, Des Moines, IA, January 2019 - October 2019

JavaScript, PHP, SQL, CSS

- Managed a website used by over 4,900 independent businesses for contracting package shipments through the world's second-largest shipping company.
  Implemented a new legal agreement for the businesses, along with a queue-based system for third-party vendor management to approve or reject applications.
- Developed a generic asset management service for internal managerial staff to track and generate reports about company liabilities and assets.
- Provided website maintenance for medium-to-large companies in the Des Moines area.

Junior Web Developer - Fresh Tilled Soil, Watertown, MA, Summer 2015

JavaScript, PHP, SQL, CSS

- Maintained an iPad application, Enter, that serves as a virtual secretary.
- Created data visualizations for sales analytics using PHP and JavaScript.

Education

B.A, Computer Science, Linguistics Concentration, Grinnell College, 2014 - 2018

- Won 1st place in inaugural Hackathon.
- Studied abroad in Budapest, Hungary at Aquincum Institute of Technology.
- Member of Gourmet Cuisine Society, Food Recovery Network, the Grinnell tennis team, and the club ultimate team.

Undergraduate Research - Evolutionary Computation, Grinnell College, Summer 2018

Artificial Life in Games for Intuitive Evolution Education

- Used C# to implement artificial life models of fish populations and lifecycles.
- Modded the video game Stardew Valley with this artificial ocean model, simulating fishery collapse to educate players about dynamic life systems.
- Contributed to the open-source modding community on NexusMods.com.

Undergraduate Research - Program Synthesis, Grinnell College, Summer 2016

Semi-Automated Program Synthesis

- Extended Emacs to serve as a GUI for our advisor's program synthesizer.
- Integrated the synthesizer into this Emacs extension to allow developers to use the synthesizer in a semi-automated manner.