

Website
michaelconnor.ca

Email
michaelconnor468@gmail.com

Github
michaelconnor468

Programming
Java
C/C++
Python
HTML/CSS
SQL
JavaScript
Swift
Assembly

Open Source Contributions
Google FOAM

Technologies
Git
Google FOAM
Swing
Android
Gradle

GNU/Linux Skills
Bash
System API
Architecture

Michael J. Connor

Software Engineer

Relevant Work Experience

- | | | |
|---------|---|--------------------------------|
| Nanopay | Software Developer Intern
- Designed new features for and expanded the functionality of a dynamic generator of database access object logic which allowed easy creation and modification of code that accessed data within the system
- Helped design and implement a new authorization security framework that is based on tracing a graph of object relationships allowing for flexible and intuitive ways for our clients to set up complex levels of access control within their systems | September 2019 - December 2019 |
| Nanopay | Software Developer Intern
- Modified framework script parser to allow for parsing of a cleaner, more robust syntax of scripts allowing for more efficient use of developer and productivity by obviating the need for extensive debugging of script syntax
- Created dynamic database monitoring objects to find and solve performance issues with framework database access objects and greatly decrease use of resources | May 2019 - August 2019 |

Personal Projects - Source Code on GitHub

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|---------|---|--------------|
| Java | Krisp Compiler
- Compiler that converts high Krisp language to MIPS style intermediate assembly that can easily be translated to AMD64 or ARM | Solo Project |
| Java | Vespr Game Engine
- Graphics and mechanics engine that can be used to build a wide variety of games with save functions
- Utilized multithreading, user interface design, graphical programming principles to improve frame rates by up to 70% in comparison to optimized code | Solo Project |
| Android | Into the Colonel Application Center
- Application manager made using Android Studio and Gradle that allows a user to login and choose within a library of games to play
- Use of salted hashing for passwords, UI generators, persistent data | Team Project |

Education

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|------------|---|------|
| 2017 - Now | Bachelor's Degree in Computer Science and Mathematics
Relevant Coursework:
<i>Data Structures, Algorithms, Operating Systems Databases, UNIX Environment, Software Development</i> | UofT |
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