

Website
michaelconnor.ca

Email
michaelconnor468@gmail.com

Github
michaelconnor468

Programming
Java
C/C++
JavaScript
Python
Bash
Racket

Databases
SQL
NoSQL
MongoDB
PostgreSQL

Technologies
Git
Docker
Android
NodeJS
Amazon Web Services

Unix Skills
System API
Architecture

Michael J. Connor

Software Engineer

Relevant Work Experience

- Nanopay **Software Developer Intern** May 2019 - December 2019
- Co-designed and implemented an authorization framework and api for core application and database to make infrastructure more scalable
 - Designed and implemented database monitoring framework that allowed detailed metrics to be generated for database components in production
 - Expanded dynamic database logic generation and migrated database infrastructure to use it; eliminating need to manually write database code

Open Source Contributions

- FOAM Framework**
- Expanded script parser functionality to allow for a cleaner, more programmer friendly syntax and aid with debugging

Personal Projects - Source Code on GitHub

- Java **Mystic Open World Game Engine (In Progress)** Solo
- Graphics/Mechanics engine that can be used to build a variety of games with save functionality, multithreading, collision, chunk/entity management
- NodeJS MongoDB **Quickshop Smart Home Shopping Application** Solo
- Household shopping management with voice and web interfaces; integrates with alexa and improves upon default smart home functionality
- Android **Entertainment App** With Friends
- Application provides users a login, and a few light and casual mini-games; developed using test driven development and agile principles

Education

- 2017 - 2021 **Bachelor's Degree in Computer Science and Mathematics** UofT
- Relevant Coursework:
Data Structures, Algorithms, Operating Systems, Databases, Networks, Cryptography, UNIX, Machine Learning, Graphics Processing