Website

michaelconnor.ca

Michael J. Connor

Software Engineer

EMail

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Github

michaelconnor468

Programming

Java C/C++ JavaScript TypeScript Python Haskell Bash

Tech

Linux Git SQL MongoDB NodeJS React

Work Experience

NexJ Health Software Engineer

March 2021 - Now

- Developed RESTful and RPC based APIs in an Agile environment
- Implemented general authentication service with two factor authentication
- Designed batching for services reducing network load and service latency

Nanopay Software Engineering Intern

May 2019 - December 2019

- Developed a new security authorization framework
- Designed and implemented database performance monitoring API
- Developed declarative API for use in creating micro-services, reducing related bugs in codebase by over 80%

Open Source Contributions

FOAM Framework

foam-framework.github.io/foam

- Improved parser to make scripting language more developer friendly

Personal Projects

Java Open World Game

github.com/michaelconnor468/Mystic

- Scalable multi-threading capable of utilizing high-core processors
- Completely modifiable and dynamically loaded infinite open world
- Regression unit testing using the JUnit library

Typescript Real-time Messaging Web Application

chatter.michaelconnor.ca

- Uses RESTful API and websockets, with PostgreSQL storage and React UI
- Features secure authentication with salted hashing of passwords
- Deployed on AWS instance with a load balancer to provide SSL certificate

Java JSON Parsing Library for Java

github.com/michaelconnor468/JSONParse

- Library used to write and read java objects into a modified JSON format

Java Krisp Lar

Krisp Language and Compiler github.com/michaelconnor468/KrispCompiler

- Front end compiler that generates intermediate machine code similar to x86
- Krisp language supports basic constructs such as variables and loops

Education

2021 - 2023 Master's in Computer Science

Georgia Institute of Technology

2017 - 2021 Bachelor's in Computer Science and Mathematics

University of Toronto