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Michael J. Connor

Computer Scientist

Personal Projects - Source Code on GitHub

Programming

Java
C/C++
Python
HTML/CSS
SQL
JavaScript
Assembly
Verilog

Java

Krisp Compiler

[Solo Project](#)

- Compiler that converts high Krisp language to MIPS style intermediate assembly that can easily be translated to AMD64 or ARM
- Employed recursive principles to improve compilation speed/efficiency by 30% and ensure easy extensibility

Java

Vespr Game Engine

[Solo Project](#)

- 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%
- Thorough documentation and object oriented approach allow for easy modification of flexible source code to fit various needs

Android

Into the Colonel Application Center

[Team Project](#)

- Application manager made using Android Studio and Gradle that allows a user to login and choose within a library of games to play
- Utilized teamwork, collaboration, and conflict resolution skills
- Extensive use of version control and unit testing to improve product robustness and programming efficiency
- Use of salted hashing for passwords, UI generators, persistent data

HTML/CSS

Personal Website

[michaelconnor.ca](#)

- Modern personal website I am currently building to showcase my achievements and interests
- Employed various web programming techniques and learned their strengths and weaknesses as well as best design practices

Verilog

Hardware Based Platform Game

[Team Project](#)

- Graphical platform game that can be implemented on FPGA technology
- Learnt to program and debug in a parallel execution environment
- Utilized various optimization and memory saving techniques to decrease hardware costs by 60% and increase frame rates by 20%

Technologies

NodeJS
Git
Swing
Android
Encryption
Gradle

GNU/Linux Skills

Bash
System API
Architecture

Soft Skills

Team Player
Communication
Time Management
Quick Learner
Persistence
Leadership

Education

2017 - Now

Bachelor's Degree in Computer Science and Statistics [University of Toronto](#)

Relevant Coursework:

Data Structures, Databases, UNIX Environment, Software Development

Awards

\$ 10,000

President's Scholarship of Excellence

[University of Toronto](#)

Given to the top 50 academic achievers in the faculty of arts and science

\$ 1,000

William and John Kingston Award

[University of Toronto](#)

Given to some of the highest achieving students in their respective programs