Michael O'Connell

Eugene, OR | michaeloconnelliii.github.io | michaeloconnelliii@gmail.com | linkedin.com/in/michaeloconnelliii | github.com/michaeloconnelliii

Education

Bachelor of Science in Computer and Information Science | University of Oregon | 6/18 - 3/21 | GPA: 3.5

Experience

Web Development Intern | Palo Alto Software | 8/21 - 12/21

- Contributed to Palo Alto's Marketing sites by adding new content, resolving bugs, and creating new tickets and stories to address areas for improvement, specifically W3C and Lighthouse compliance and automation.
- Participated in an Agile Workflow which included weekly estimation, code review and quality assurance processing.
- Researched opportunities for company improvement and translated research into tickets and stories using Jira.
- Used the macOS command line, Git, Docker, HTML, CSS, Sass, PHP and Javascript on a daily basis.

Learning Assistant for Introduction to Programming (Python) | University of Oregon | 1/20 - 3/20

- Prepared material for students to learn programming more effectively and held daily office hours to help students with questions about programming concepts.
- Communicated technical concepts in programming to a non-technical audience.

IT Help Desk Technician | University of Oregon School of Law | 08/17 - 07/18

- Helped diagnose and fix software and hardware-related issues raised by faculty and students.

Projects

Blackjack | 11/21 - Present

- Currently creating a traditional Blackjack game that uses the Deck of Cards API for generating the card deck and handling cards.
- Written using only HTML, CSS and Javascript. Uses Asynchronous Programming and Object-Oriented Programming concepts in Javascript.

Portfolio Webpage (michaeloconnelliii.github.io) | 9/21 - 10/21

- Created and designed a custom, dynamic and responsive personal portfolio page with interactive components.
- Written using only HTML, CSS and Javascript.

Brevet Time Calculator | 4/20 - 6/20

- Reimplemented the Randonneurs USA (RUSA) time calculator with additional features and services including dynamic open and close fields, database storage, an API that retrieves from the database, and a consumer application that displays the API data.
- The main web service was written in HTML, CSS, Javascript, and Python. The API was written in Python. The consumer service was written in PHP. Both the main web service and the API use Flask as their web framework. Docker and Docker Compose were used for running the application.

InstaQuack! | 10/20 - 12/20

- Created a multi-threaded mock social media server that provides users a way to communicate what they are doing using real time photos with short captions.
- Written in C and uses the following Operating System techniques: multithreading, synchronization, and file I/O.

Skills

HTML | CSS | Javascript | PHP | SQL | Python | C | C++ | Git | Linux and MacOS Command Line | Docker