

Connor O'Donnell

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(720) 982-9759

Objective: Graduate Student in Computer Science seeking to grow career in Software Development

Education: CSU-Sacramento, BS Computer Science, Math Minor (Graduated: Spring 2017)

CSU-Fullerton, MS in Computer Science (Expected Graduation: Spring 2019)

Relevant Coursework

<ul style="list-style-type: none">• Computer Software Engineering• Object-Oriented Graphics Programming• Database Management/File Organization• Computer Forensics Principles/Practices	<ul style="list-style-type: none">• Data Structures/Algorithm Analysis• Database Management Systems• Computer Networking• Operating Systems Principles
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Fluent Languages: Java, PHP, MySQL, HTML

Proficient Languages: C, Python, CSS

Project Experience

Online Shopping Website, Advanced Database Management, Fall 2017

Implemented website for online shopping with separate views for Guest, Member, and Admin. Product was capable of analyzing trends of purchases in order to allow Members to track previous purchases and Admins to track popularly purchased products.

Project Setup

- Created feature plan with regard to desired requirements.
- Created schedule in order to plan how to approach each feature.
- Prioritized features as development cycle continued in order to create a quality product.

Project Implementation

- Divided feature implementation timings across semester in order to leave enough time for testing
- Ensured proper feature implementation between front-end (Website development with HTML/CSS and PHP) and back-end (Database development with SQL in MySQL Workbench)

2-D Car Racing Game, Object-Oriented Graphics Programming, Spring 2015

Created car racing game in Java that challenged players to defeat the AI-controlled opponent.

Print out game logic on console

- Implemented model and controller layer in Java
- Verified model and controller were correct by printing to console
- Randomly generated vehicle starting positions, obstacle locations, and map checkpoints at the start of runtime to test game logic.

Basic graphics

- Created player and AI controlled objects as specified by requirements
- Added interactions between dynamic and static objects on screen.
- Tested interactions between objects at their edge cases.

Opponent vehicles + sound.

- Ensured proper pathfinding by verifying that the opponent AI hit its map checkpoints in the proper order
- Added looping background music as well as a variety of sound effects that inform the player of object interactions.

Increasing graphics detail on vehicle

- Increased graphics detail on vehicle model by adding wheels and a fuel meter

Lead Fitness Attendant, Union Well Inc, January 2015 – May 2017

- Create reports on a daily basis regarding member activities, participation in group fitness classes, equipment maintenance logs, as well as a record of executed duties
- Assist with hiring and training of 15 fitness attendants to date
- Coordinate 3-5 fitness attendants to efficiently accomplish daily operations as a team
- Organize and maintain a variety of confidential customer information with The WELL's proprietary Spectrum NG Software