

Connor B. Rust

372 SW Kennybrook Dr., Grimes, IA 50111 | 515-577-2530 | cbrust@iastate.edu

EDUCATION

Iowa State University - Ames, IA
Bachelor of Science in Software Engineering

Expected graduation: May 2019
Cumulative GPA: 3.97/4.00
Major GPA: 4.00/4.00

EXPERIENCE

Epic Systems

Software Development Intern

May 2018 – August 2018

- Developed a machine learning system to optimize efficiency of professional healthcare network for enterprise health system that increased reliability by 6%.
- Interacted with national stakeholders to gather functional and technical requirements gaining exposure to various experts with varying insights.
- Created architecture and project management plan from specified technical and business scope.

Com S 227: Introduction to Object Oriented Programming

Teaching Assistant

January 2018 – May 2018

- Oversaw and facilitated weekly course instruction to over 40 undergraduate students.
 - Implemented new curriculum to address difficulty in object oriented programming principles.
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INDEPENDENT PROJECTS

<https://github.com/rust485>

Bags Calculator, Android Development

- Developed an android application to assist users in playing the classic lawn game, bags. The users are able to view a history of games played and keep track of the current game score.

RTS Game, Node.js

- Launched a node.js web game from scratch, with a fully functioning AI system. Players are able to navigate their units throughout a generated environment and attack opposing troops.
- Lead team to develop the physics, AI navigation, and AI behavior systems.

Algorithm/Data Structure Library, JS

- Implemented a set of commonly used Algorithms and Data Structures in JavaScript.
 - Algorithms and Data Structures included: Heap, A*, Dijkstra, Quadtree, Delaunay.
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ACTIVITIES

Python Development Club

Treasurer

Fall 2018 - Present

- Facilitated all monetary and financial activities while maintaining accredited status with University.

Developer

Spring 2018 - Fall 2018

- Collaborated in development of machine learning algorithms and models to gain technical awareness.

Tau Beta Pi Engineering Honor Society

Member

Spring 2017 - Present

- Admitted to Honor Society only extending membership to top 1/8 of all Junior engineering students.
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SKILLS

Software Experience

- Languages: *Java, JavaScript, jQuery, TypeScript, Python, C, C++, C#, SQL, PHP, HTML, XAML, XML, AJAX*
- Frameworks: *Node, React, Angular, ASP.NET/razor, Entity*
- Environments: *Windows, Unix, Internet*
- Version Control: *GIT, SVN*
- Mobile: *Android*

Awards/Accomplishments

- Inducted into Tau Beta Pi Engineering Honor Society
- Top 2% of Junior Engineers Spring 2017
- Dean's List Fall 2015 - Spring 2018

Languages

- English - native proficiency
- Spanish - conversational