CONNOR KILGORE

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Summary

I am currently attending undergraduate school and I will graduate in spring of 2023. I am an ambitious software engineer who takes on challenges. I have a focused skillset in computer science, and I am also confident in my ability to be adaptable to new environments.

Skills

- Leader, Critical Thinking, Conflict Resolution, Customer Service, Communication, Teamwork
- Java, JavaScript, Python, R, Unix, CSS, HTML, MySQL, AWS, C, C++, Lua

Experience

Front Desk | College of Engineering Dean's Office – Flagstaff, AZ | 05/2022 – present

- edited and created web pages for college's website using my judgement to make effective layouts.
- Taught high school students basic game development during a college hosted summer camp.

TA for lower-level CS classes | Northern Arizona University – Flagstaff, AZ | 01/2022 – 05/2022

- Graded programming projects that necessitated being detail oriented when reviewing code.
- Used critical thinking skills to understand an unfamiliar language when grading.
- Provided hands on assistance during labs to facilitate an effective learning environment.

Projects

Capstone | https://www.ceias.nau.edu/capstone/projects/CS/2022/InclusiveSolutions_F22/ | 07/2022 – current

- Lead the team in dealing with issues like team organization, conflict resolution and setbacks.
- Worked through an agile cycle with three team members and a client.
- Created detailed reports to our client and instructor about development directions.
- Developed an android data collection app that creates unique demographics.

Roblox Game Development | https://www.roblox.com/users/1350739399/profile#!/creations | 01/2020 - 07/2022

- Grew independent learning skills through self-taught game design on Roblox physics engine in Lua.
- Made three fully fledged and playable games, each of which are four month projects minimum.
- Implemented advanced concepts into games such as sorting algorithms, AI non-playable characters with pathing, and raytracing.
- Learned lateral skills like artistic modeling, color theory, measuring analytics and marketing strategies.

Raytracing Projects | 07/2022 – 12/2022

- Created images in C from scratch using math equations to pinpoint pixel color locations on a grid.
- Images had realistic lighting using diffusion, spectral lighting, reflections and shadows based on a point source and the properties of a surface area.

Education

Northern Arizona University | Flagstaff, AZ | May 2023.

Bachelor of Science in Computer Science | 3.84 GPA