

# CONNOR YASS

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## Education

University of Wisconsin Whitewater

Graduation: May '20

Majors: **Computer Science** and **Applied Mathematics**

Computer Science GPA: **4.0** (Cumulative: 3.8)

## Skills

**Software:** Xcode, VS Code, Adobe Photoshop / Illustrator, Autodesk Maya / 3Ds Max  
**Tools and Methodologies:** GIT, Scaled Agile (SAFe), Node.js, Bash, Wireshark  
**Frameworks and APIs:** Angular, Cocoa / UIKit, Metal, QT, REST, SpriteKit, ARKit  
**Languages:** C++, Swift, Javascript / Typescript, HTML / CSS / SASS, Python  
**Environments:** iOS, MacOS, Windows, Linux, Unix

## Work Experience

**AR / VR Software Developer:** NASA Langley Research Center

Sept '19 - Dec '19  
Hampton, VA

- Designed and implemented an augmented reality application to track unmanned aerial vehicles
- Prototyped multiple different use cases for AR in the aerospace industry on the iOS platform

**Software Engineering co-op:** Rockwell Automation

May '18 - Jan '19  
Milwaukee, WI

- Developed, implemented, tested, and documented user facing features in and C++ and Typescript
- Participated in the full development lifecycle of a large scale project using scaled agile methodologies

**Programming Intern:** Interactive Degree Planner LLC

May '17 - May '18  
Whitewater, WI

- Worked on a team to design and implement complex scheduling and optimization algorithms in C++
- Optimized, documented, and updated old code to adopt new design requirements from stakeholders

**iOS and OS X App Developer**

June '15 - Present

- Produced and released multiple mobile apps with a combined total of over 15,000 downloads
- Developed mobile and desktop applications to visualize complex mathematical patterns and fractals

## Recent Projects

**Digital Spirograph Tool**

- Developed an iOS application that utilizes Metal to plot and render spirograph designs in real time; Written in native Swift: <https://github.com/yassck02/spirographer>

**Multi-material, 3D Printable Study Tool**

- Led a small cross-disciplinary team that designed and produced an assemblable model of the human larynx for use in a classroom setting; Presented at multiple conferences

**Family Feud Simulator**

- Implemented a command line version of the tv game show that utilizes a text based UI and client server architecture; Written in Python: <https://github.com/yassck02/familyfeud>

**Peer to Peer Messaging Application**

- Designed, developed and released a P2P messaging app on the iOS platform; Responded to bug reports, ran marketing campaigns and managed overall UX design

## Important Courses

Ordinary and Partial Differential Equations  
Mathematical Modeling and Simulation  
Computer Organization and System Programming  
Theory of Algorithms, Data Structures  
Wireless Computing Architectures

## Awards

Active Member of ΠME (Pi Mu Epsilon) Fall '19  
UW-Whitewater Deans List Fall '15 - Present  
Putnam Exam Participant Dec '17  
1st place in the UWW Hackathon Nov '17  
Undergraduate Research Fellow '16 - '17