

Charles Conner

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EDUCATION

Chapman University, Orange, CA
Bachelor of Science in Computer Science
Minor in Business Administration

Expected Graduation May 2027

Relevant Coursework:

- Data Structures and Algorithms
- Database Management

TECHNICAL SKILLS

- Java
- Python
- C++
- React (learning)
- HTML
- CSS
- JavaScript
- AWS (familiar)
- Git
- Figma
- SQL

PROFESSIONAL EXPERIENCE

Website Developer | *Chapman University – Orange, CA*

May 2025 – Present

- Redesigned and now maintain Chapman University Student Government Association Website
- Designed a ticketing pipeline, reducing processing time for updates by 40%
- Expand features with focus on usability, accessibility, and performance improvements

Computer Science Tutor | *Freelance – Remote*

November 2024 - Present

- Deliver customized lessons to students, increasing comprehension and retention through tailored experiences
- Simplified complex technical concepts (Python, Java, C++) for varied student learning styles
- Strengthened interpersonal and communication skills through consistent positive feedback

Bernardus Lodge & Spa | *Server/Food Runner – Carmel Valley, CA*

May 2024 - Present

- Deliver high-end dining service in a Forbes 4-star restaurant, ensuring consistent guest satisfaction
- Anticipate guest needs and maintain polished service standards, contributing to seamless luxury experiences
- Coordinate efficiently between front and back-of-house teams to sustain smooth operations under pressure

RELEVANT PROJECTS & EXPERIENCE

Machine Learning Tennis Match Predictor

July 2025 – August 2025

- Built predictive ML model on 65,000+ professional matches, achieving 64.5% accuracy on unseen matches
- Engineered reproducible feature pipeline ensuring clean data and reliable evaluation
- Documented workflow for clarity, transparency, and reproducibility

Personal Portfolio Website

June 2025 – August 2025

- Designed and deployed a responsive portfolio website using HTML, CSS, and JavaScript
- Optimized load times and accessibility across mobile and desktop devices
- Practiced modular architecture and git-based version control for maintainability

Not So Super Mario Bros

October 2024 – November 2024

- Built a C++ CLI game with procedurally generated levels using advanced data structures
- Implemented modular classes for AI, level generation, and event logging
- Strengthened debugging skills and system design problem-solving

ACADEMIC AWARDS AND LEADERSHIP

Computer Science Club

2024, 2025

Artificial Intelligence Club

2024, 2025

Chapman IEEE

2025

Chapman Grant Recipient

2023, 2024, 2025

Study Abroad La Trobe University, Melbourne, AU

2025

Outdoors Club

2024, 2025