

Connor Burns

connorburns.dev

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WORK EXPERIENCE

Rocscience Inc.

July 2024 - December 2025

Full-Stack Web Developer

Toronto, Ontario

- Scoped and developed the RSLog **REST API service** consumed by internal teams and external clients
- Developed **full-stack** features for RSLog, a geotechnical **ASP.NET Core** borehole logging application
- Architected a **JSON** export/import service enabling cross-instance project sharing between partnered clients
- Enhanced the gINT/DIGGS project file import functionality through bug fixes and feature additions
- Performed **relational database** migrations and managed schema changes using **Entity Framework Core** ORM
- Implemented **unit** and **integration tests** to ensure API reliability and prevent regressions
- **Redesigned** and **scoped** a UI/UX-focused query builder module for dynamic filtering of RSLog entities
- Deployed services to **Azure** via **Azure DevOps CI/CD pipelines** in an **Agile** environment
- Leveraged **AI-assisted development workflows** to accelerate feature delivery and improve code quality

Dayforce (formerly Ceridian)

May 2022 - May 2023

Full-Stack Web Developer Intern

Toronto, Ontario

- Worked **full-stack** developing the Dayforce **.NET** HR web software while participating in **Agile** practices
- Wrote business logic in **C#** to manage the application status of candidates in the job recruiting module
- Created and updated existing **UI widgets** for a new feature using **TypeScript** and the **Dojo Toolkit**
- Implemented **accessibility features** compliant with the **Web Content Accessibility Guidelines**
- Developed **SQL** scripts to simplify the manual **manipulation of back-end employee data**
- Profiled and optimized existing **SQL** queries in the Data Access Layer
- Wrote **unit tests** to ensure new and existing code behaves as required

SKILLS

Languages: C#, JavaScript/TypeScript, SQL, Python, Java, C++, C, Bash, MIPS Assembly, R

Technologies/Frameworks: .NET, MS SQL Server, PostgreSQL, MongoDB, React, Node.js, Express.js, Unity, Azure

EDUCATION

University of Toronto: St. George Campus

September 2019 – May 2024

B.S.: Computer Science Specialist, Math Minor

Toronto, Ontario

- **CGPA: 3.77/4.0** (High Distinction)
- **Relevant Coursework:** Linear Algebra II, Algorithm Design & Analysis (incl. Linear Programming)

PROJECTS

Paw Pirates | **Unity, C#** | store.steampowered.com/app/2927380/Paw_Pirates/ | itch.io

Jan 2024 - June 2024

- Worked on a **multi-disciplinary team** to develop a two-versus-two party game
- Awarded the **third place accessibility award** at the 2024 Level Up student games showcase (beta build)
- Programmed **background game logic** managing player movement, item interaction, and scoring
- Developed in-engine shaders using Unity **Shader Graph**
- Facilitated weekly **playtesting sessions**, implementing user feedback during each following sprint

PandemicAPI | **JavaScript, Node.js, Express.js** | github.com/connorburns19/PandemicAPI

March 2022

- Developed a CRUD **REST API** using **Node.js** and **Express.js** which interacts with a **PostgreSQL** database
- Codebase structure follows the **Model View Controller** design pattern
- Created tests using the **Chai** JavaScript testing framework
- Implemented **CI/CD pipelines**, improving development efficiency and ensuring code correctness