

Connor McKelvey

Electrical & Computer Engineer in Honors Robotics at The University of Texas
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EDUCATION

University of Texas at Austin — B.S. in Electrical and Computer Engineering

- Honors Robotics Program, Robotics Minor | Expected Graduation: 2029
- Related Coursework: Multivariable Calculus, Electrical Engineering, Embedded Systems

PROJECTS

Fireball Dice Roller — *Discord Bot*

- Built and published a verified bot with 10,000+ users across 150 servers; developed in Python with the Discord API. Developed a customizable randomization algorithm to handle complex dice mechanics, modifiers, and multiple tabletop role-playing-game systems.

Circuit Board Digital Logic Simulator — *Published Educational Simulator*

- Developed a grid-based graphical simulator for teaching digital logic gates in Godot. Implemented Boolean algebra operators within an interactive interface to visualize circuit behavior and logic flow.

High School Computer Science Curriculum — *10th Grade Class Curriculum in Bavaria*

- Collaborated with a teacher to develop a project-based, game-development curriculum that teaches Object Oriented Programming and Composition in 14 Lessons.

Drawing Robot Arm — *Built for my research in Professor Dempster's Being Creative class*

- Built a drawing arm capable of taking a digital image and using a two jointed arm to draw it. This project was used to standardize stimuli for my research on our bias against AI creativity in artwork. Implemented Inverse Kinematics, Image simplification, serial communication and data buffering.

EXPERIENCE & LEADERSHIP

Software Developer & Founder — *Krazy Studios*

- Established and led a team to publish chatbots and Discord-based games; delivered private client bots and built community engagement.

Eagle Scout — *Boy Scouts of America*

- Selected as 1 of 4 youth in the Houston Area to serve as the highest youth lead of Scouting's National Leadership course for handpicked participants.
- Led 1,000+ hours of service and major community projects; held leadership roles including Junior Assistant Scoutmaster, where I mentored the new youth leaders.

IEEE Assistant Officer, External Activities and Events — *Professional Chapter at UT Austin*

- Created a long-term project program to develop the hardware used by the non-profit IT Bridge to teach underprivileged youth about careers in Electrical Engineering. Planned and executed events for the entire chapter.

President & Founder, Computer Science Club — *Concordia Lutheran High School*

- Grew the membership from 0 to a committed group of about 15 individuals.
- Organized and trained teams to go to Hewlett Packard Enterprise CodeWars competition to compete in both advanced and novice categories.

TECHNICAL SKILLS

- **Software/Programming:** Python, C, C++, Java, Godot Engine, Git, Discord API
- **Hardware & Tools:** Arduino, STM32, circuit design, soldering, robotics systems
- **Soft Skills:** Public speaking, servant leadership, Reliability, Delegation