Connor Bache

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OBJECTIVE

To obtain a computer science or related internship for the summer 2026 work period

EDUCATION

The Pennsylvania State University — University Park, PA
Bachelor of Science in Computer Science — Class of 2027
Dean's List 6/6 semesters — GPA: 3.78

Relevant Courses: Net-Centric App Development, Multivariable Calculus in 3D, Server and Databases with Java, Computer Engineering and Logic, Discrete Mathematics and Logic, Algorithms and Logic, Machine Vision and Reinforcement Learning

TECHNICAL SKILLS

Java, JavaScript, HTML, CSS, Python, C, C#, MySQL, Microsoft Visual Studio, Excel, Unity, AWS website and database hosting

WORK EXPERIENCE

Data Annotation – AI Data Trainer — January 2024 – August 2024

- Utilized programming skills to augment the abilities of AI.
- Used LLMs to augment programming ability to rapidly create webpages with HTML and JS.
- Learned Python APIs (such as Numpy) to debug specific problems in LLM code.
- Found specific prompts that allowed basic LLMs to visualize basic data structures.

Independent Game Designer — January 2025 – Present

- Led a team of seven people to create an immersive tabletop RPG system.
- Resolved intrateam disputes with quick and decisive communication.
- Resolved technical server side issues to make deadlines.
- Currently creating subsidiary products for the main RPG system (Videogame & Virtual Novel)

LEADERSHIP EXPERIENCE

Boy Scouts of America — (Kulpsville)
Eagle Scout — (2020)

- Led a boy scout troop in refurbishing a series of kiosks.
- Actively communicated with members of local government to obtain permissions.

Young American's Foundation Club — (State College)
Treasurer — (2024-2025)

- Helped to organize a public event featuring an escapee of North Korea.
- Participated in outreach at the individual level to boost club membership.

PORTFOLIOS

https://github.com/ConnorBache
https://connorbache.github.io/Manratt-Games/index.html