CONNOR HENGSTLER

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TECHNICAL SKILLS

Languages: Java, TypeScript, Python, SQL, Gremlin, C++, C#
Frameworks & Data: Spring Boot, PostgreSQL, React, JUnit, Jira, Grafana, Prometheus
Cloud & DevOps: AWS, GCP, Docker, Kubernetes (Minikube, Helm), Terraform, GitHub Actions, Git

SOFTWARE ENGINEERING EXPERIENCE

Software Developer II *Sept 2026 – Current*
UBC Emerging Media Lab, Vancouver

- Authored Terraform infrastructure-as-code to provision and manage AWS project resources, enabling reproducible, version-controlled deployments across environments.
- Created automated deployment pipelines for CDNs and hosting using AWS and GitHub Actions.

Software Engineering Intern *May 2025 – Dec 2025*
Aerospike, Mountain View CA

- Refactored a Java Spring Boot multithreaded fraud-detection service using decoupling patterns, increasing throughput 3.4× and reducing backend latency 80%.
- Built and containerized the MCP server using Docker for Aerospike Graph, improving deployment portability, version control, and overall system maintainability.
- Connected Prometheus and Grafana dashboards to live applications for metric and log observability
- Engineered a dynamic and multithreaded synthetic customer data generator producing data at 1M rows/sec, accelerating benchmarking and customer POCs data creation 2.6x.
- Deployed Aerospike Graph Service using Kubernetes Minikube and Helm for customer demos.

GAMES INDUSTRY EXPERIENCE

Game Design Intern *May 2026 – Aug 2026*
Electronic Arts, Vancouver

- Prototyped, implemented, and refined gameplay logic across 19 in-game activities… owning each from concept through playtest and release.
- Designed a live-configurable reward interactable in agile sprints with Frostbite Schematics, letting leadership enable, disable, and schedule its in-game appearance with no code changes.
- Built event-driven interactables that broadcast global events to world-audio and player-information systems, surfacing progression UI that drives live event participation.

TECHNICAL PROJECTS

Fungi Fields – Game Development Project (UE5, C++) *Nov 2025 – Current*

- Built six UWorldSubsystem registries as the single source of truth for world state, replacing per-frame world scans with O(1) lookups and event-driven delegate broadcasts.

EDUCATION & CERTIFICATES

Bachelor of Science in Computer Science *Expected Graduation 2028*
GPA: 4.0 *University of British Columbia*