

CONOR MCCORMACK

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full stack engineer, autonomous systems, & fintech

experience

TruckSmarter

Software Engineer

Oct 2022 – Present

- Designed and led projects to automate document review and calls using LLMs that outperformed human staff, doubling a team's operational capacity. Established company standards for developing with language models.
- Executed product development from conception to production. Directly engaged with users and stakeholders to shape requirements and measure success. Shipped feature that added ~5% to top line revenue.
- Drove cross-functional initiatives to ensure our fintech platform met lender compliance requirements, facilitating successful closure of a \$X00MM credit facility.

Axle Health {YC W21}

Software Engineering Intern

Dec 2021 – May 2022

- Built automated just-in-time inventory system that ships medical supplies for at-home healthcare professionals from our warehouses based on predicted schedules and service requirements.

Clasp (return)

Software Engineer

Aug 2021 – Dec 2021

- Returned to Clasp to onboard new hires and build out ETL pipelines for tracking loan lifecycle with Airflow & BigQuery after gaining experience with managed workflows at Apple.

Apple

Software Engineering Intern, AI/ML Special Projects Group

Jun 2021 – Aug 2021

- Leveraged Kubeflow & Spark to enable mixed-hardware workflows, including hardware-in-the-loop simulation for autonomous system evaluation. Improved platform extensibility and saved millions in cloud costs.

Clasp

Founding Engineer

Sept 2020 – Jun 2021

- Owned loan underwriting platform that set foundations to secure over \$130M in debt financing for ISAs.
- Mentored three interns and established engineering foundations including code reviews and continuous deployment.
- Developed online loan application experience in React with CRM and affiliate tracking integrations.

projects

Interactive and Collaborative Autonomous Robotic Systems Lab @USC

Research Assistant

2020

- Contributed literature review and improvements in object-detection for robotic fruit harvesting.

USC Autonomous Underwater Vehicle Team

Computer Vision Lead

2019 – 2020

- Led team of five responsible for YOLO-based object-detection module of submarine's navigation system.

education

University of Southern California, Viterbi School of Engineering – Los Angeles, CA

Bachelor of Science: Computer Science

- *Select coursework:* Machine Learning [Grad], Statistical Learning Theory, Quantum Computing [Grad]
- *Member:* CAIS++ (Center for Artificial Intelligence in Society), ICARoS, USC AUV

skills

Languages: TypeScript, python, C/C++, SQL, JavaScript, Java, PHP, Go

Data: LLMops, PostgreSQL, Kubeflow, Airflow, Spark, pandas, NumPy

Web: React, Node.js, React Native, Django, Flask, Laravel