

Conor Geoghegan

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GitHub: <https://github.com/CogNoman> | Website: <http://cognoman.com>

Summary

Software engineer with a background in the arts. Experience building videogames, training AI systems, and building tools to collect and visualize data, using Python, C#, .NET, and Unity. Strong technical and creative problem-solving skills, detail-oriented, quick to learn new technologies. Open to diverse roles.

Education

Bachelor of Engineering – Software Engineering **2016-2020**

Concordia University, Montreal, QC

- Completed coursework in algorithms, data structures, web development, database systems, data science, computer graphics, game development, and project management methodologies.

Fine Arts Studies **2007-2009**

Alberta University of the Arts, Calgary, AB

- Specialized in illustration and visual storytelling.

Professional Technical Experience

AI Trainer @ Outlier.ai *(remote work)* **2024-2026**

- Trained over 50 different AI models (using images, video, text) for Meta and other clients.

Tool Developer @ WSP *(remote work, project-based)* **2023-2025**

- Designed and developed C# WPF (.NET) applications to streamline data entry across multiple databases, improving efficiency for a civil engineering team.

- Applied MVVM design pattern and UI/UX principles to build maintainable code and intuitive interfaces.

Backend Development Intern @ Sportlogiq *(Montreal, QC)* **Summer 2019**

- Developed Python-based web scraping tools, collecting and cleaning sports data from external websites and integrating it into company databases via internal APIs. Used BeautifulSoup and Selenium.

- Implemented safeguards to avoid IP bans during scraping, and used fuzzy matching (e.g., FuzzyWuzzy) to identify data inconsistencies, helping reduce duplicate database records and improving data integrity.

Data Analyst @ Sportlogiq *(Montreal, QC)* **2016-2020**

- Analyzed and processed sports video footage for AI-driven computer vision models, collaborating with data scientists and computer vision researchers to advance multi-league sports analytics.

Selected Technical Projects

Game Jam Portfolio (<https://cognoman.itch.io/>)

2020-present

- I have developed more than 20 simple videogames using Unity, Unreal Engine, and Godot.
- Games apply various technologies, including AR, VR, multiplayer networking, AI facial recognition.

Personal Portfolio Website (<https://cognoman.com>)

- HTML5, CSS3, Javascript. Implemented an automated CI/CD pipeline using GitHub Actions. Deployed to AWS S3 and served via CloudFront, with Route 53 DNS, ACM HTTPS, and IAM OIDC authentication.

Hockey Data Analysis Project

- Created NHL data visualizations in Python (Jupyter) using Pandas, NumPy, Matplotlib, and Seaborn.

VR Glove Simulation – Capstone (Final Year Engineering) Project

- Designed VR glove with mechanical engineering students. Coded VR simulation for the glove, featuring interactable 3D objects, real-time hand tracking, and finger joint articulation using Unity's XR Toolkit.

K-9 Mail Android App – 3rd Year Engineering Project

- Enhanced a fork of K-9 Mail, an open-source Android email app, with AI-driven emotion detection.
- Used IBM Watson Natural Language Understanding API to detect email tone (e.g., joy, sadness, anger).

Artistic Work Experience

Airbrush & Henna Tattoo Artist

2012-2026

- Provided custom airbrush and henna tattoo services at festivals, corporate events, and private parties.

Independent Comic Artist

2004-2012

- Wrote, drew, self-published, and sold comics at conventions around Canada. Won various awards.

Skills

Programming Languages: Python, C#, C++, Java, JavaScript, SQL, HTML5, CSS3

Frameworks & Libraries: .NET, React, Node.js, Express

Data & Analytics: Pandas, NumPy, Matplotlib, Seaborn

Cloud & DevOps: AWS (S3, CloudFront, Route 53, IAM, ACM), GitHub Actions, CI/CD, OIDC

Game Development: Unity, Unreal Engine, Godot, Unity XR Toolkit

Databases: MySQL, MongoDB

Development Tools: Git, GitHub, Visual Studio, VS Code, MySQL Workbench, Android Studio

Other: Selenium, BeautifulSoup, Linux, Photoshop, Clip Studio Paint

Interests

Math. Sports. Storytelling. Illustration. Blending art with technology to craft engaging user experiences.