

# Connor Brunjes

Software Engineer

## Profile

Passionate about combining modern technologies to deliver intelligent system solutions.

## Employment History

### Software Engineer at Cogstate, Melbourne

June 2022 — Present

- Full-stack Development
  - Angular
  - D3.js
  - .Net Framework
  - Octopus/TeamCity
  - Azure functions
- System design
- Sprint planning
- Updating/replacing legacy systems
- Implementing testing frameworks
  - NUnit
  - Specflow

### Software Engineer at Aurizon, Brisbane

May 2021 — June 2022

- Full-stack Development
  - Vue
  - Nest.js
  - .Net Core
  - Docker
  - Azure Service Bus
  - Jenkins
- Unit test implementation
  - Mocha
  - Istanbul
- Requirements gathering with stakeholders
- UI/UX design
- Debugging and fixing of production issues

### Software Engineer at Blackbook.ai, Brisbane

April 2021 — June 2022

- Full-stack Development
  - Vue
  - Node.js
  - .Net Core
  - Jenkins
  - Azure
- In house development using DWKit
- Formulating SDP's

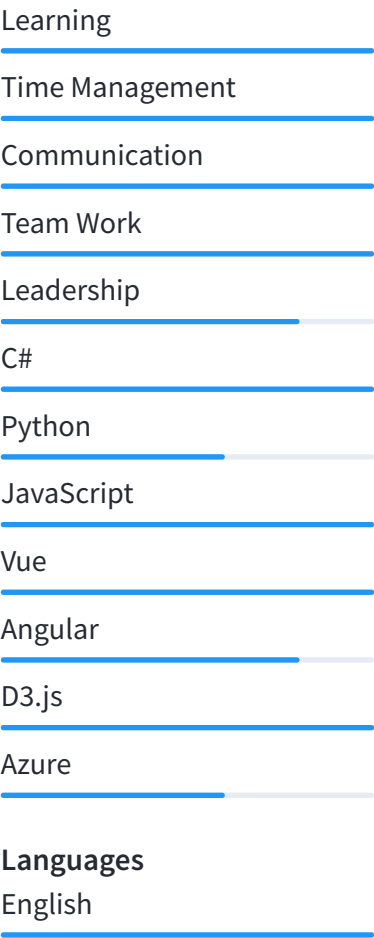
## Details

Brisbane  
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## Links

[Website](#)  
[GitHub](#)

## Skills



## Hobbies

Surfing, Skating, Rugby, Hiking,  
Running, Music, Camping,  
Reading, Gaming

## **Business Analysis at Autonomia, Brisbane**

July 2020 — April 2021

- Business process analysis/design
- Requirements gathering
- SRS development
- User story development
- UI/UX design
  - Figma
  - Functional mocks using HTML/CSS
- Stakeholder and development facilitation.

## **Education**

### **Information Technology Major Software Development, Griffith University, Brisbane**

March 2017 — October 2020

- Griffith Futures scholarship 2019
- Opmantek Industry Award 2019 for VR Game Development
- Part of the social soccer team

## **References**

References available upon request