Connor Brunjes

Software Engineer

👤 Profile

Passionate about combining back-end and front-end technologies to deliver modern website solutions.

💼 Employment History

Software Engineer at Cogstate, Australia (WFH)
June 2022 — Present

- Back-End Development using C#, ASP.Net
- Azure Cloud development
- JetBrains TeamCity
- Unit and Integration testing
- Agile Team experience
- Sprint planning

Software Engineer at Aurizon (Secondment), Brisbane
June 2021 — June 2022

- Front-End development using Vue
- Back-End development using Node.js & .Net Core
- Azure Cloud development
- Agile Team experience

Software Engineer at Blackbook.ai, Brisbane
April 2021 — June 2022

- Front-End development using Vue
- Back-End development using Node.js & .Net Core
- Azure Cloud development
- Agile Team experience

Business Analysis Internship at Autonomia, Brisbane
July 2020 — December 2020

- Requirements gathering/analysis
- Business process design and analysis
- User stories development
- UI/UX Design

🎓 Education

Information Technology, Griffith University, Brisbane
February 2017 — December 2020

- Majoring in Software Development
- Griffith Futures Scholarship 2019 Recipient
- Opmantek Industry Award winner 2019

Details

0422 359 683

cbrunji@gmail.com

Links

Website

GitHub

Skills

Problem Solving Skills

Fast Learner

Time Management Skills

Strong Communication Skills

Ability to Work in a Team

Handling Pressure

Microsoft Office

JavaScript

Python

C#

Swift

HTML & CSS

Git

Shell Script

SQL

Vue.js

Node.js

Hobbies

Skateboarding, Rugby, Travel, Music Production, Game Development

Languages

English

🔢 Projects

IDS

Host based intrusion detection software (IDS) script. Designed for the purpose of learning and demonstration at university. Simple file system protection through file/folder monitoring using built-in GNU/Linux tools and the BASH scripting language.

BitFighter,

A browser-based game made for the purpose of learning game development and game physics at university. Two players shoot at each other while dodging obstacles around the screen. Player movement involves gravity simulation.

ShopifyScrape

Using python 3, scrapy and Selenium to scrape Shopify websites for clothing data to train a machine learning model.

Discord Clone

Creating a Discord Clone for my personal portfolio using modern web tools Node.js and Angular.

🔈 References

References available upon request