Connor Buchko

CONTACT
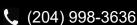
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EDUCATION

Bachelor of Software Engineering
University of Victoria   (3.7 GPA)
Sept. 2017 - Present

SKILLS </>

Languages

JavaScript	TypeScript
C#	C

Technologies

Git	React	Jekyll
Gatsby	Firebase	Unity
MaterialUI	HTML	CSS

Other Notable Skills

UI / UX Design	Agile
Leadership	Teamwork

INTERESTS

Creative Writing
Passionate about writing, whether it's stories, comedy, or my blog.

Music
Currently learning guitar and have played trombone and piano.

Video Editing
Enjoy making comedic videos, one of my creations can be found here or on my website.

EXPERIENCE

Software Developer Co-op   Jan. 2021 - Aug. 2021
Thrive CRM Software Inc.

- Developed the real estate agent CRM "Reach for Agents". Used **React** with **TypeScript** to implement dozens of features, including user permissions, entity archiving and list reordering.
- Integrated the **Google Calendar API** into the CRM's calendar component. Implemented React component libraries to design an independent version of Google Calendar.
- Programmed the backend with the **Firebase** platform. Lowered costs by writing efficient queries that minimized unnecessary reads and writes to the database.
- Worked in a four person startup team, responsible for all technical aspects of the product and often self-directed progress.

Quality Assurance Analyst Co-op   Sept. 2019 - Dec. 2019
VertiGIS

- Found and reported defects in upcoming generations of Geocortex App Designer, tracking over 100 issues during the work term.
- Tested and approved developer pull requests through **Azure DevOps**, cohesively reporting any problems and ensuring software quality.
- Wrote **functional automated testing** scripts using TypeScript, helping the team complete two regression cycles and minimize issues before pushing to production.
- Worked in an agile team, learning about the methodology and its importance in a technological workplace.

PROJECTS

Gatsby Web Development

Designed a personal portfolio and blog website using **React**, **TypeScript** and **Gatsby**. It is mobile responsive and hosted by GitHub Pages at connorbuchko.com.

Unity Game Development

Continuously experimenting with the Unity game engine using **C#**. Recently published my first finished game to itch.io.

REFERENCES

Available on Request