

# Connor Buchko

## CONTACT

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## EDUCATION



Bachelor of Software Engineering

University of Victoria

Sept. 2017 - Present

## SKILLS



### Languages

JavaScript

C#

TypeScript

C

### Technologies

Git

React

Jekyll

Gatsby

Firebase

Unity

WDIO

MaterialUI

### Other Notable Skills

UI / UX Design

Agile

## 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

Love 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 features, fix bugs and design components.
- Integrated the **Google Calendar API** into the CRM's calendar component. Involved working intimately with React Component libraries, combining in-house logic with library components.
- Worked with the backend platform **Firebase**, learning the importance of efficiency when querying and writing to the database.
- Part of an intimate startup team where I was frequently left to my own devices and required self direction.

### Quality Assurance Analyst Co-op

Sept. 2019 - Dec. 2019

VertiGIS

- Found and reported defects in upcoming generations of Geocortex App Designer, demanding effective and concise communication skills
- Tested and approved developer pull requests through Azure DevOps, gaining a strong appreciation for software quality and test-driven development.
- Wrote functional automated testing scripts using typescript, helping my 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 hosted by GitHub Pages at [connorbuchko.com](https://connorbuchko.com).

### Unity Game Development

Continuously experimenting with the Unity game engine using **C#**. Recently published my first finished game to [itch.io](https://itch.io).

## REFERENCES

Available on Request