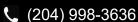
# **Connor Buchko**

## CONTACT





connorbuchko.com

### EDUCATION



Bachelor of Software Engineering University of Victoria Sept. 2017 - Present

# SKILLS </>

#### Languages

**JavaScript 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

I 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 VertiGIS**

Sept. 2019 - Dec. 2019

- 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.

### **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