

# 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 where I was frequently left to my own devices and 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**, gaining a strong appreciation for software quality and test-driven development.
- 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](http://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