

# Connor Buchko

(204) 998-3636 | connorbuchko2010@gmail.com | connorbuchko.com

## Education

---

**University of Victoria** - Bachelor of Software Engineering, GPA 3.7/4.0

Dec 2022

## Work Experience

---

**Full Stack Developer** - Hummingbird Drones, Victoria

Sept 2022 — Dec 2022

- Developed the next.js web application FireAI using React with TypeScript, enabling firefighters to upload drone footage to effectively map and track wildfires
- Built a fire tracking kanban board, providing forms for fire creation, editing and deletion, while managing the fires lifecycle through Redux
- Enhanced the user sign-in experience, working with GraphQL to add support for account creation and recovery
- Collaborated closely with designers, transforming figma designs into seamless form controls and user experiences

**Software Developer** - Thrive CRM Software, Victoria

Jan 2021 — Aug 2021

- Developed a CRM web application using React with TypeScript, providing intuitive user experiences that simplify real estate agents day-to-day workflows
- Implemented a scheduling system with the React component library DevExtreme, creating a calendar tool that supported event planning, meeting organizing and task management
- Integrated the Google Calendar API into the CRM, allowing for seamless synchronization between the two platforms

**Quality Assurance Analyst** - Latitude Geographics, Victoria

Sept 2019 — Dec 2019

- Tracked and reported hundreds of bugs in Geocortex, aiding developers in resolving these defects
- Tested and approved developers pull requests through Azure DevOps, ensuring software quality by identifying issues
- Wrote functional automated testing scripts using TypeScript, Mocha and WebDriverIO

## Projects

---

**Portfolio Website** - [GitHub](#)

- Designed a personal portfolio website using React and JavaScript to showcase past work and projects
- Built a blog page using the Gatsby framework, supporting fast loading of posts and a clean reader experience
- Optimized for accessibility by creating responsive stylings, enabling usage of the website on all screen sizes

**Unity Game Development** - [GitHub](#)

- Developed and published a mining survival game using the Unity engine with C#
- Designed an algorithm that procedurally generated terrain as the player advances, allowing for infinite progression

## Skills

---

**Languages:** JavaScript, TypeScript, C, C#, HTML, CSS

**Technologies:** Git, React, Redux, GraphQL, Next.js, Gatsby, Mocha, WDIO, Node, Linux, Firebase