

Connor Buchko

CONTACT



✉ connorbuchko2010@yahoo.ca
☎ (204) 998-3636
🌐 connorbuchko.com

EDUCATION



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

SKILLS </>

Languages

JavaScript	TypeScript
C#	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

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.

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