Connor Buchko

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Skills

Languages: TypeScript, JavaScript, C, C#, HTML, CSS
Technologies: Git, React, Redux, GraphQL, Next.js, Node.js, DynamoDB, Puppeteer, Jest, Mapbox, DeckGL, Gatsby, Tailwind, Storybook, Figma, Jira, Stripe, S3

Work Experience

Full Stack Developer - Hummingbird Drones, Remote — Sept 2022 — Present

- Worked on the Nova platform, a Next.js GIS mapping application used by emergency response teams, made with React and TypeScript
- Developed a side panel interface for map layer management, using React, Redux, Tailwind, and S3, where users can upload and manage their data in an intuitive layout
- Created a file management system, using Redux, DynamoDB and GraphQL, for organizing files, folders and members
- Implemented map annotation tools with Mapbox and DeckGL, including customizable icons, text, and lines
- Integrated the Stripe API, facilitating in-app purchases with a licensing system that tracks data usage
- Coordinated database migrations, writing DynamoDB scripts to migrate user data with no data loss
- Fixed hundreds of bugs by tracking them in JIRA, prioritizing them in triage, and timely hotfixing production
- Led a small agile team by running meetings, mentoring junior developers and managing weekly releases

Software Developer - Thrive CRM Software, Victoria — Jan 2021 — Aug 2021

- Developed a CRM web app using React with TypeScript, for simplifying real estate agents day-to-day workflows
- Built a calendar scheduling tool that supported event planning, meeting organizing and task management
- Integrated the Google Calendar API, allowing for seamless synchronization and updates between the platforms

Projects

Portfolio Website - GitHub

- Designed a personal portfolio website using React, TypeScript and Gatsby
- Optimized for accessibility by creating responsive stylings, enabling usage of the website on all screen sizes

Unity Game Development - GitHub

- Developed a mining game, where the world is fully destructible and infinitely generates as you progress
- Created a maze-solver game that procedurally generates mazes and their endpoints using search algorithms

Education

University of Victoria - Bachelor of Software Engineering, GPA 3.7/4.0 — Sept 2017 - Aug 2022