

Connor Buchko

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Skills

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

Technologies: React, Next.js, TailwindCSS, REST, Redux, GraphQL, Node.js, DynamoDB, Cognito, S3, GitHub, DeckGL

Work Experience

Full Stack Developer - Hummingbird Drones, Toronto

September 2022 — August 2025

- Delivered features from concept to production using Next.js, React, TypeScript, and DynamoDB, empowering 100+ daily active users to visualize and manage drone data
- Integrated Stripe payments and built an end to end usage-tracking licensing system, enabling the company's first inbound sales conversions and unlocking a new revenue channel
- Built a role-based access control system, allowing users to invite collaborators and assign fine-grained permissions
- Implemented map annotation tools with Mapbox and DeckGL, enabling customizable icons, text, and lines
- Overhauled the registration process by streamlining user flows and reskinning the UI, increasing ad-driven conversions by over 400%
- Coordinated database migrations, writing DynamoDB scripts to seamlessly transfer user data with zero loss
- Prioritized and resolved client-reported issues rapidly, ensuring high user satisfaction
- Directed weekly production releases by managing product direction, staging testing and deployment
- Led a small startup team through sprint planning, daily standups, and bug triage
- Mentored junior developers, providing guidance and support for their growth

Software Developer - Thrive CRM Software, Victoria

January 2021 — August 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

React Game Development

- Built a portfolio of interactive frontend experiences using React and Typescript
- Projects include an incremental website builder and a 2FA simulator with custom authentication logic

Unity Game Development

- Developed multiple C# Unity projects to experiment with procedural generation, simulation, and search algorithms
- Highlights include a dynamic maze solving game and an arcade mining game with destructible terrain

Education

University of Victoria - Bachelor of Software Engineering, 3.7 GPA

September 2017 — August 2022