

# Connor Buchko

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## Skills

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

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

## Work Experience

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

September 2022 — August 2025

- Built complex user interfaces with React, TypeScript, Redux, TailwindCSS, and DynamoDB, empowering 100+ daily active users to visualize and manage drone data efficiently
- Overhauled the registration process by streamlining user flows and reskinning the UI, increasing ad-driven conversions by over 400%
- Integrated the Stripe API to support in-app purchases with a licensing system that tracks data usage
- 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
- 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

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

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

**Unity Game Development**

- Created an arcade digging game featuring fully destructible, procedurally generated terrain. [Play here](#)
- Developed a maze-solving game with a custom algorithm to randomly generate traversable mazes. [Play here](#)

## Education

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**University of Victoria** - Bachelor of Software Engineering

September 2017 — August 2022