

Connor Buchko

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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 — Present

- 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