CONNOR MCCAFFREY

ABOUT ME

Driven to deliver a visually appealing and user-friendly experience for clients. Experienced full-stack software developer with a focus on front-end and UI/UX design.

CONTACT

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Brisbane, QLD

EDUCATION

QUT
Bachelor of Games & Interactive Environments
Feb 2016 – Nov 2017

TAFE QLD
Diploma of Digital & Interactive Games
Jan 2015 – Dec 2015

OBJECTIVE

Seeking a challenging and dynamic software development role where I can leverage my skills in front-end and UI/UX design to contribute to providing successful outcomes for clients. I'm passionate about creating visually appealing and user-friendly experiences to drive growth and innovation.

EXPERIENCE

DEVELOPER

iScape Pty Ltd – Full-Time
(Apr 2020-Mar 2023)

- UI/UX design & development
- React, React Native application development.
- Application Testing
- Jira/Confluence
- Key stakeholder engagement
- Requirements Gathering
- Project Documentation
- HTML, CSS, Bootstrap/ JavaScript / Jquery / REST API, ASP.NET / NET, SQL
- DevOps
- Adobe XD / Figma /Adobe Master Suite
- Application wirefaming, prototyping and development
- 3D Modeling / WebGL technology / BabylonJS / Three.js
- Mobile application development & responsive design
- SQL database design / maintenance

GAME/WEB DEVELOPER

Self-Employed/Freelance
(Apr 2018-Mar 2020

- HTML, CSS, Bootstrap, JavaScript / Jquery / ASP.NET/NET
- Unity3D game engine, C#

- 3D modeling
- UI/UX design & development
- Video game assets, 3D modeling

GAME PROGRAMMER

BeetleFish Studios

(Dec 2017-Mar 2018)

- Lead game programmer
- Unity3D game engine, C#
- 3D modeling

PROJECTS

MSL Portal (2022)
Designed and developed a React-based portal website for sugar mills in Mackay, with a focus on creating a comprehensive UI/UX design. Implemented the design from the ground up, delivering a complete and functional application for the clients.

EcHOH (2022)
I participated in the UI/UX design using Adobe XD and also was a developer of a React-based application for tracking hygiene equipment and employee information in mining projects.

Responsible Thinking Classroom (2022-present)
I was a developer on the project team responsible for the development of an ASP.Net-based Responsible Thinking Classroom (RTC) application. RTC is a unique school discipline program that emphasizes the importance of responsible thinking and respect for others.

Masterbeef Mobile App (2020-present)
Created the UI/UX design for a React Native application focused on animal data. The app showcases collected information about tenants and their animals, and I also contributed to both front-end and back-end development.

Vessel Positioning Simulator (2020-present)
The VPS is a React application that utilizes WebGL technology through BabylonJS to track the positions of cargo vessels. The app provides users with the flexibility to configure cargo vessels according to size and real-world objects on board.
I played a key role in the coding, UI/UX design, and creation of 3D models to bring the application to life.

Suicide Prevention App (2020-present)
I was the lead developer who designed and developed a React Native application focused on suicide prevention, incorporating JSON and Markdown to configure the content displayed on the screens through Azure. I also contributed to the UI/UX design aspects.

Card Tome, Spectraverse & Portfoilo Website (2017-2018)

I actively participated in the development of two games using the Unity 3D engine. Additionally, I successfully completed a client project to design and develop a portfolio website. I also demonstrated my commitment to growth by continuously acquiring new skills in web development.

This Child of Mine (2017-2018)
As a lead game programmer, I successfully directed the development of "This Child of Mine," a short 2.5D adventure platformer. The project was completed within three months by a team of three, utilizing the Unity3D game engine and coded in C#. Funded by QUT Bluebox's 2017 Summer Accelerator, the game was published on Steam in March 2018 and received praise for its portrayal of a mother's journey to protect her child during an alien invasion, inspired by classic sci-fi themes. The quiet, melancholy experience showcased my ability to guide a team in creating impactful and emotionally charged games.

SKILLS

- UI/UX design
- Attention to detail
- Strong Analytical Abilities
- Requirement gathering
- Finding innovative solutions to problems
- Application Development
- DEVOPS
- Agile Methodology
- Team Collaboration
- End User Training Documentation

SKILLS (LANGUAGE & APPLICATION)

- React
- React Native
- Adobe XD
- Figma
- BabylonJS
- Git
- C#
- Visual Studio
- SASS/SCSS
- HTML
- Adobe Suite
- Unity3D
- JavaScript
- Unreal
- Blender 3D
- ASP.NET
- .NET
- WordPress
- JQuery
- Jira / Confluence
- Bootstrap
- Python
- Microsoft Azure
- SQL
- Vue.js
- Visual Studio Code
- SourceTree (Git)
- CSS
- Markdown
- XML/JSON
- TypeScript
- Aseprite
- 3DS Max
- PHP
- Microsoft Office
- Reactoron