

Connor Boscherini

Software Developer, Java Certified,
Game Jam Competitor

LinkedIn:

[linkedin.com/in/connor-boscherini-20a8171b9/](https://www.linkedin.com/in/connor-boscherini-20a8171b9/)

Portfolio:

connorbos-dev.com

Showcasing professional experience,
projects, and industry knowledge

SKILLS:

OOP Development: Java, C#, C++,
JavaScript, Python

Databases: MongoDB, MySQL

Web Development: React JS, CSS, RESTful
API, PHP, Socket.IO, WebRTC

Testing: Vitest & Jest, Mocha & Chai,
Jupiter & Mockito

Methodologies: Agile, Scrum, TDD

QUALIFICATIONS

Java Foundations Associate – Oracle

Google Cloud Digital Leader – Google

Cloud Computing Fundamentals – IBM

Agile Explorer – IBM

INTERESTS

Board Games

Dungeons & Dragons ttrpg

Digital Art

Tower Defence & Rogue-like games

Mythology

EXPERIENCE

Digital Futures

Software Engineer | April 2024 – Present

Software Engineering consultant for FTSE-500 company

- Built a travel information web application using external weather APIs
- Designed & built InvenStory as a facilitative web application for table-top games
- Implemented security via account login system & authentication token for HTTP request verification
- Used a test-driven approach to develop ReactJS web applications and RESTful APIs with connection to MongoDB for storage
- Developed Java address book & local bank management applications, enforcing a test-driven approach
- Utilised unit & integrations tests for Java applications
- Created client functionality for an internal CV management tool
- Identified & developed user stories using an agile development process

Outlier AI

AI Analyst Contractor | October 2024 – Present

- Analysing AI generated code responses against varying criteria
- Interpreting AI models reasoning to identify areas of improvement
- Writing model responses based on analysis to train future models

Northam Farm Caravan Park

Bartender | June 2022 – November 2024

- Solved customer problems in fast paced environments
- Collaborated with multiple teams to cater for customer needs
- Took proactive measures in mitigating potential service problems

NOTABLE PROJECTS

More information on my solo & team projects can be found on my portfolio

InvenStory – React JS, Express JS, TDD (Mocha Chai & Jest), MongoDB

React S.P.A with API & MongoDB developed in a TDD & Agile process. Accounts can manage items for TTRPG players, with authentication & security. [Link: github.com/Bosco1020/InvenStory](https://github.com/Bosco1020/InvenStory)

DFXtra – React JS, MongoDB, Agile, Scrum

Created client management page for Digital Futures engineer deployment software. Coordinated with internal teams to fulfil identified requirements as part of multi-team project.

[Link: github.com/digital-futures-academy-se-2404-a/se-2404a-team-engineering-project](https://github.com/digital-futures-academy-se-2404-a/se-2404a-team-engineering-project)

C-Draw – C++, OpenGL, Shaders

Drawing application built with custom shaders and logic for extruding shapes along cursor path to draw. [Link: connorbos-dev.com/c-draw](https://connorbos-dev.com/c-draw)

MeetMeConnection – JavaScript, Express JS, WebRTC, Socket.IO

Users create links to share for browser video meetings through a peer-to-peer connection. [Link: github.com/Bosco1020/vc-front-end](https://github.com/Bosco1020/vc-front-end)

EDUCATION

BSC (Hons) Computing & Game Development

First

University of Plymouth (2019 – 22)