

Michael Connor

Full Stack Engineer

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Skills

Soft Skills: Effective communication, Strong organizational skills, Collaborative team player, naturally efficient problem solver, Capable of working independently, Strong time management, Self-driven, Resilient under pressure.

Languages: Python, JavaScript/TypeScript, HTML/CSS

Technologies: Git, React, Electron, Next.js, Express.js, Django, SQL/PostgreSQL, Linux, Vercel, Prisma ORM, Supabase, Drizzle ORM, Neon, Three.js, Framer Motion, Docker, C#, MongoDB, RESTful APIs, Node.js, GSAP, AWS

Languages: English (Native), Japanese (B1), Chinese (A1)

Profile

Innovative Frontend Developer with 1+ year of experience in managing high-profile client projects from inception to successful completion. Enhanced client communication and technical handoffs led to a 30% increase in client retention. Built a high-performance e-commerce platform, increasing client bookings by 25% through improved UX.

Projects

- Makima Bot: (JavaScript, MongoDB, Discord.js) – Advanced Discord bot with moderation & ticketing
- LingoLearn: (Next.js, Tailwind, Neon, Drizzle, Clerk, DeepL) – AI-powered language learning app
- GCWiki: (Next.js, Tailwind, Supabase, Prisma, NextAuth) – Game wiki for Seven Deadly Sins: Grand Cross

Experience

Freelance Full stack Software Engineer

(May 2024 – Present)

- Directed projects for high-profile clients from inception to handoff (3-6 months), achieving 100% on-time milestone delivery within tight schedules.
- Optimized client communication and technical handoffs, leading to a 30% increase in client retention and smoother transitions for domains, APIs, databases, and hosting.
- Developed a high-performance e-commerce platform using Next.js and Sanity, boosting client bookings by 25% through improved UX and a streamlined checkout process.

Fullstack Developer

(April 2023 – May 2023)

University Of Chester | Frontend Lead & Backend Engineer

- Led and coordinated multiple Agile teams, improving collaboration and reducing project turnaround time by 30%.
- Engineered and deployed applications using ASP.NET Core, Entity Framework, Blazor, and C#, delivering 100% on-time project completion within strict deadlines.
- Reviewed and approved 100+ pull requests, ensuring high-quality code, seamless merges, and a 25% reduction in post-deployment issues.

Remote Discord Bot Developer

(June 2021 – June 2023)

- Created a custom Discord bot using Python and Discord.js, automating moderation tasks and reducing manual intervention by 50%, enhancing engagement for 1,000+ members.
- Supervised four GitHub repositories, overseeing issues, pull requests, and version control while integrating multiple APIs and frameworks for bots across 5+ servers.
- Optimized data management with MongoDB (NoSQL), ensuring efficient handling of user and bot data for scalable performance.

Education

University Of Chester: BSc (Honours) Software Engineering

(September 2021 – June 2024)

Grade (Second Class Upper Division 2:1) - 67%, references provided on request.

The Studio Liverpool

(September 2016 – June 2021)

A-levels: Maths – B, Extended – B, Programming – D*D

GCSE: 9 GCSEs including a 5 in Maths and 5 in English

Interests

I enjoy exploring different cultures, learning new languages, working on game development, playing competitive games, hitting the gym, and tackling challenges on Leetcode and FrontendMentor.