

# Ignas Butautas

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## CAREER OVERVIEW

Experienced programmer focused on optimal project performance, scalability, and accessibility. Committed to ongoing learning and growth, showcased by embracing extra responsibilities at work and pursuing personal projects to expand technological expertise.

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## TECHNICAL SKILLS

Javascript, JQuery, React.js, HTML, CSS, SQL, Ruby, and Ruby on Rails

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## RELEVANT EXPERIENCE

### C+R Research Data Collection Programmer

- Programmed a range of survey types, complexities, and methodologies, developing custom features while ensuring excellent communication and meeting project deadlines.
- Conducted thorough project overviews by examining all project aspects, including design, programming, and data collection, and understanding their interactions and influences.
- Managed highly sensitive client sample data, necessitating thorough training and a strong understanding of data handling protocols.
  - Utilized SQL extensively in managing and analyzing data for various projects, showcasing proficiency in database management.
- Developed, supported, and maintained production applications for operational departments and analytical teams.
  - Updated and enhanced HTML template suite for a modern look and optimized experience.
  - Developed new exercises, contributing to the success of various projects.
  - Successfully implemented an update to an internal application which involved learning C#, ultimately leading to a significant increase in workflow for the department.

### Freelance Web Developer

- Working with Clients to build websites to promote their presence on the internet.
- Collaborating with Clients to edit and improve their websites.

### Open Source

- Contributed to Zooniverse Mono-repo by fixing bugs.
- Contributing to Homebrew to fix issues with the package manager.

### NYC Open Data Trash Warriors Hackathon

- Worked with a team of Developers, Designers, UI/UX Researchers, to build an application.
- Contributed throughout the entire process of building the application, from initial project brainstorming, to building reusable components, incorporating authorization, and more.
- Recognized as a key contributor to the project.

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## TECHNICAL PROJECTS

### Climb On - [Github Repo](#)

A social media platform built to connect climbers.

- Utilized JSON Web Tokens and localStorage to store encrypted user information client-side
- Incorporated Redux, Thunk, Routing and an organized file structure to support scalability.
- Built a complex Backend API using Ruby On Rails, to recreate a User experience similar to Facebook.
- Used Material-UI and design system to style the application, giving it a professional look.
- Implemented unfamiliar technologies such as Geocoding, and Web-Sockets to give the application complex features, such as Instant Messaging, and ability to search Users by geographical location.

### Keyboard Warrior - [Github Repo](#)

A type racing game built from scratch.

- Created complex JavaScript algorithms that serve as the core logic for the game.
- Incorporated dynamic CSS, animations, and leveraged Semantic UI to stylize the application.
- Integrated unfamiliar technologies such as React Hooks, and functional components.

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## EDUCATION

### Flatiron School

Full Stack Web Development, Ruby on Rails and JavaScript program

Chicago, IL

(07/ 2020 - 11/2020)