CONOR BUTTE

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Victoria, BC Canada

Professional Interests: Web development, machine learning, scalable systems, rapid development schedules.

Work Experience

Backend Developer - Python, Varsity Tutors – P.T. Contract   *Jan. 2020 – Jan. 2021, Victoria*
- Built and maintained python microservices, which were deployed in a serverless environment.
- Utilized AWS services such as DynamoDB, SQS and Lambdas.

React Developer, Varsity Tutors - Internship   *May – Dec. 2019, Victoria*

SMS Messaging Tool (4 Months)
- Developed front end of SMS tool with React.js & embedded it in an electron app.
- Built system in complex project domain, requiring extensive knowledge in async practices.
- Conducted extensive testing of a large-scale release & continued to iterate quickly based on feedback.

Dynamic Work Scheduler (4 Months)
- Built a dynamic scheduler using React.js & connected to python lambdas through internal REST APIs.
- Utilized various data structures & algorithms to deliver a smooth & functional product.

IT Technician, Department of Defence - Internship   *Sept. – Dec. 2018, Esquimalt*
- Created python scripts to gather site wide statistical information used in product acquisition.
- Maintained site wide architecture, including networking and various operating system images.

Instructor, Byte Camp - Internship   *May – Aug. 2017, Vancouver*
- Instructed and taught students various programming languages (JavaScript, HTML, etc.).
- Developed excellent problem solving & leadership skills.

Projects

Sentiment Analytics, github.com/sentalytics   *Jan 2021 – Present, Victoria*
- Python based sentiment analysis of posts and comments on popular sites such as Reddit and Twitter.
- Implemented in Python and currently using a Naïve Bayes classifier to determine sentiment.
- Utilizing a noSQL database MongoDB paired with AWS serverless architecture.

Tower Climber Game, tower-climber.conorbutte.me   *Sept. 2020 – Jan 2021, Victoria*
- Multiplayer game hosted on Heroku using a node.js server with socket communication.
- UI created with a mixture of Vanilla JavaScript, HTML and CSS.
- Utilized Phaser as the physics engine and constructed custom maps with Tiled.

Chess Engine, harold-engine.conorbutte.me   *Apr. 2020 – July 2020, Victoria*
- Hosted on Heroku using Gunicorn and Flask framework.
- Used React.js, HTML and CSS to develop the front end.
- Constructed the engine with Python and uses a variety of heuristic functions for training.

Skills

Software: React.js, JavaScript, Python, Java, SML, Racket, Ruby, C, AWS products, HTML, CSS

Professional: Agile Development, Teamwork, Problem Solving, Self Starting, Communication

Education

Bachelor of Software Engineering, University of Victoria   *Graduation September 2021*
  Notable Courses: Software Scalability, Data Mining, Artificial Intelligence, Data Structures & Algorithms, Software Testing, Software Security, Databases, Information Security & Privacy