

Justin Stephens

JTStephens18@gmail.com • [GitHub](#) • [LinkedIn](#) • Justintstephens.com

Skills

Programming: Java • JavaScript • TypeScript • React • Go • Solidity • Python • C++ • C# • HTML • CSS • SQL

Tech: Git • AWS • NodeJS • Docker • Unity • MongoDB • Hardhat • IPFS • Kubernetes • InfluxDB • LaTeX • Figma

Education

University of South Alabama

B.S. – Computer Science (GPA: 3.7)

Mobile, AL

December 2022

Professional Experience

Full-stack Web3 Developer | Metropolis World Ltd

May 2022-Present

- Design dashboard that allows team members to interact with smart contracts and manage project data.
- Deploy, test, implement, and create architecture for smart contracts on the Ethereum blockchain.
- Autonomously determine solutions and brainstorm useful tooling to meet the needs of the project.

Software Engineer Intern | University of South Alabama

September 2021-April 2022

- Collected benign metrics from 4 infected Docker containers into an InfluxDB server via Prometheus.
- Implemented random forest and SVD classification methods to clean 130GB of data.
- Exported cleaned data into MySQL database to improve usability, scalability, reliability, and security.

Projects

Decentralized Bot for Crypto Trading

- Led team of 11: Organized sub teams, tasks, and meetings. Assisted writing smart contracts, a frontend application, and debugging with my teammates.
- Built a machine learning bot to retrieve crypto price information every 5 minutes and evaluate if a specific currency should be bought or sold.

NFT Fighting Game

- Developed a cooperative battle arena using dynamic ERC-721 tokens.
- Users choose between 3 characters to mint and cooperate to defeat a boss.
- Customized a method of updating token metadata to reflect in real time.

Meta-virtual Campus

- Utilized React.js and Three.js to design a 3D campus.
- Assembled code using Solidity to allow users to own a property via minting an ERC-721 token.

Underground Video Game

- Conducted research of current market trends in the gaming sphere to determine gameplay genre.
- Programmed player, camera, and enemy mechanics for a fast-paced, voxel style platformer in Unity.

Personal Development

DECA: Competition at state and national levels grew leadership and interpersonal communication skills

Barista: Intense work improved my ability to multitask. Gained experience working in team-based and independent capacities

Volunteer: Volunteering my time gave me insight into putting other's needs before my own.