

Justis Dutt

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Summary

CS B.S. candidate (GPA 3.82, expected Dec 2025) with hands-on experience building AI-driven applications, full-stack cloud deployments, and networking systems. Skilled in Python, Java, JavaScript/Node.js, MySQL/SQLite, React, REST APIs, and cloud platforms (GCP/AWS). Delivered projects including a Customer Database deployed on Google Cloud Run, an AI Pac-Man pathfinding game, and Java socket-based networking app. Strong foundation in CI/CD, Git, secure coding, testing, Agile practices, performance optimization, and databases.

Education

Stanislaus State University

Turlock, CA

Bachelor of Science in Computer Science

Graduating Fall 2025

GPA: 3.82/4.00 | Dean's List (8x)

Relevant Coursework: Artificial Intelligence, Mobile Robotics, Operating Systems, Communication Networks, E-Commerce Systems Design, Theory of Algorithms, Programming Languages

Experience

Software & Automation Developer – Barons Construction Services Inc.

Modesto, CA

Jan 2024 – Present

- Built a Python-based scheduling optimization tool integrating with the ClickUp API, cutting planning time ~30% across 25+ projects. (Python, APIs, Performance, Agile)
- Designed and deployed an automated invoicing service using Python and RESTful APIs on GCP, reducing manual billing by ~2hrs/week for 10+ client accounts. (APIs, Cloud, Automation, CI/CD)
- Launched a Wix website that increased inbound client inquiries by 15-30%. (Web, UI/UX, Accessibility)

Peer Educator – Stanislaus State University

Turlock, CA

Jan 2023 – Present

- Tutored 100+ students in Java, Python, and DSA, improving outcomes by 1-2 letter grades. (Foundations, Problem-solving, Algorithms, Communication)
- Created supplementary learning materials to clarify core CS/Mathematical concepts. (Collaboration)

Projects

Customer Database Manager (Deployed on Google Cloud Run)

[GitHub](#) | [Demo](#)

- Built a full-stack web app with Node.js/Express, SQLite, and REST APIs to simulate managing 50+ client records. (Databases, APIs, Backend, Cloud, CRUD)
- Implemented session login with express-session, password hashing with bcrypt, and both client + server validation. (Security, Jest, Authentication)
- Deployed via Cloud Build → Artifact Registry → Cloud Run, using ephemeral DB on /tmp. Scales to zero with HTTPS, supporting Agile/fast-paced iteration. (GCP, Docker, GitHub Actions, CI/CD)

AI-Optimized Pac-Man Game

[GitHub](#)

- Developed an AI-driven Pac-Man in Python/Pygame with A* pathfinding and heuristics for ghost avoidance. Achieved 90%-win rate in testing. (AI, Algorithms, Performance optimization, Testing)

Multiplayer Tic-tac-toe Game (Java + TCP sockets)

[GitHub](#)

- Real-time multiplayer game with server-authoritative rules and socket-based communication. (Networking, APIs, Scalability)
- Supported 50+ concurrent players, testing reliability under load. (Performance, Secure coding, Testing)

Technical Skills

Languages: Python, Java, JavaScript (ES6+), MySQL/SQLite, HTML5, CSS3

Frameworks/Libraries: Node.js, Express, React, Pygame, Swing, GSAP, EmailJS

Cloud & DevOps: Google Cloud Platform, AWS, Docker (containers), Git/GitHub, Linux, REST APIs, CI/CD pipelines, GitHub Actions, Jest, OAuth/JWT

Concepts: CRUD operations, Microservices, Agile/Scrum, Secure coding, Networking (TCP/UDP), Data Structures & Algorithms, Accessibility, Security, Authentication, Validation