

Justis Dutt

justisdutt@gmail.com | github.com/justisdutt | linkedin.com/justisdutt | justisdutt.com

Education

CSU Stanislaus

Turlock, CA

Bachelor of Science in Computer Science

Expected Dec 2025

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

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

Experience

Software & Automation Developer – Barons Construction Services Inc.

Modesto, CA

Jan 2024 – Present

- **Scheduling System:** Developed a Python scheduling tool using the ClickUp API and ZIP-code heuristics to generate a weekly schedule view for 2 teams of 3. Ensures efficient routing, keeps crews on multi-day jobs, and flags overbooking conflicts, reducing planning time ~30% and improving schedule reliability.
- **Invoicing System:** Designed and deployed a Python service on GCP using the ClickUp API + REST APIs to automate ~\$60K/year in invoices across 20+ accounts, eliminating ~2 hrs/week of manual billing.
- **Web Presence:** Launched a Wix website that increased inbound client inquiries by 15–30%.

Peer Educator – CSU Stanislaus

Turlock, CA

Jan 2023 – Present

- Tutored 100+ students in Java, Python, and Data Structures & Algorithms, improving outcomes by 1-2 letter grades.
- Created supplementary learning materials to clarify core CS and Mathematical concepts.

Projects

Customer Database Manager (Google Cloud Run Deployment)

- Full-stack web app with Node.js/Express, SQLite, and REST APIs to manage 50+ client records.
- Implemented secure login with bcrypt hashing and client/server validation.
- Deployed via Cloud Build → Artifact Registry → Cloud Run, scaling to zero with HTTPS.

AI-Optimized Pac-Man Game (Python/Pygame)

- Developed an AI-driven Pac-Man in Python with A* pathfinding and heuristics, achieving a 90%-win rate in testing.

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

- Built real-time multiplayer game with server-authoritative rules and socket-based communication, supporting 50+ concurrent players.

Technical Skills

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

Backend & APIs: REST APIs, ClickUp API, Node.js, Express, Flask, Authentication (OAuth/JWT, bcrypt)

Cloud & DevOps: Google Cloud Platform (Cloud Run, Cloud Build, Artifact Registry), AWS, Docker, Kubernetes, Terraform, Linux, VirtualBox, CI/CD pipelines, GitHub Actions

Frameworks & Libraries: React, Pygame, Swing, Pandas, NumPy, scikit-learn, Jest

Tools: Git/GitHub, Postman, Wix