

# Justis Dutt

[justisdutt@gmail.com](mailto:justisdutt@gmail.com) | [GitHub](#) | [LinkedIn](#) | [Portfolio](#)

## Education

### Stanislaus State University

Bachelor of Science in Computer Science

GPA: 3.82/4.00 | Dean's List: 8 Semesters (Fall 2021 – Spring 2025)

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

Turlock, CA

Expected Fall 2025

## Skills

- **Languages & Frameworks:** Python, Java, JavaScript (ES6+), HTML5, CSS3, Node.js
- **Tools & Platforms:** Git, Linux, Google Cloud Platform, Oracle Cloud, AWS, SQLite, REST APIs, EmailJS, GSAP
- **Concepts:** Object-Oriented Programming, Data Structures and Algorithms, Cloud Deployment, CRUD Operations, Microservices Architecture

## Experience

### Construction Technologist, Barons Construction Services Inc.

Modesto, CA

Jan 2023 – Present

- Implemented project management solutions using ClickUp, streamlining resource scheduling and reducing operational time by 30%.
- Automated invoicing and reminder workflows with Python and REST APIs on Google Cloud, reducing manual processing time by 10 hours weekly.
- Built the company website using Wix, enhancing client engagement and increasing inquiries by 15-30%.

### Peer Educator, Stanislaus State University

Turlock, CA

Jan 2022 – Present

- Tutored 100+ students in Java, Python, and Data Structures, raising academic performance by an average of two letter grades.
- Received recommendations from two faculty members for embedded tutoring in College Algebra.
- Developed supplemental materials using online platforms, enhancing student understanding of CS concepts.

## Projects

### Customer Database - Barons Construction Services

Not publicly available

- Developed a full-stack application with HTML, CSS, JavaScript, and SQLite, implementing CRUD operations for 50+ client records.
- Deployed on Google Cloud with a Node.js/Express REST API, ensuring scalability.

### Rational Agent Pacman Game

[GitHub](#)

- Built an AI-driven Pac-Man game in Python using Pygame, implementing A\* algorithm for optimized pathfinding and ghost avoidance. Achieved 90%-win rate.

### Personal Portfolio Website

[Website](#) | [GitHub](#)

- Designed and deployed a responsive personal portfolio website using HTML, CSS, JavaScript and Node.js, showcasing projects and skills.
- Integrated EmailJS for a contact form and GSAP for animations, enhancing user experience.

## Extracurricular Activities

### Computer Science Club – Stanislaus State University

Aug 2021 – Jan 2023

- Participated in coding workshops and collaborative projects, enhancing teamwork and problem-solving skills.

### HackerRank

Summer 2025

- Solved 50+ algorithmic and data structure challenges in Java.