# JAMES NICHOLAS BUTTERFIELD

141 Beach Avenue Mamaroneck New York 10543
http://jnbutterfield.com
jbutterfield@colgate.edu 646-220-4128

## Education

**Colgate University,** Bachelor of Arts Hamilton, NY May 2023

- Major: Computer Science Minor: Creative Writing Cumulative GPA: (3.86/4.00)
- Dean's Award for Academic Excellence (Spring 2020), with Distinction (all remaining eligible semesters)

## Computing and Technical Summary

**Proficient:** Java, C, HTML5, CSS3
**Experience:** Javascript, Python, Node.js, Express.js, SQL, React.js, JQuery, P5.js, D3.js
**Relevant courses:** Full Stack Software Engineering (Independent Study), Data Visualization, Intro to Cryptography, Data Structures and Algorithms, Discrete Structures, Intro to Computer Systems, Intro to Computing II

**Full Stack Web Application - HTML, CSS, Javascript, SQL,** Full Stack Software Engineering Spring 2023

- In progress, self-designed capstone project that will combine front-end, back-end, and server skills learned throughout the course to create a user facing web application.

**Data Map - HTML, CSS, Javascript, D3.js** Data Visualization, Colgate University Spring 2023

- In progress, interactive visualization tool that will group and display movies according to their name, genre and rating, using a graph network and clustering algorithms.

**Enigma Machine Encryption - Java,** Intro to Cryptography, Colgate University Fall 2022

- Models the encryption scheme of a single-rotor version of WWII's German Enigma machine, using HashMaps, helper functions, and iterators to encrypt and decrypt user input.

**Binary Calculator Project - C,** Intro to Computer Systems, Colgate University Spring 2021

- Created a calculator capable of conducting binary arithmetic on any given equation by parsing through it to compute a result using a series of arrays, conditional and iterative statements, and method calls.

**MagicMan Scrolling Game - Java,** Intro to Computing II, Colgate University Fall 2019

- Analyzed base code for a Scrolling Game and added functionality such as, complex win conditions, dynamic obstacles/objects to engage with, and user controlled projectiles, by traversing a given 2 dimensional array.
- Contributing hundreds of lines of code to previously written programs containing intricate classes, and methods.

## Work Experience

**Quinn Emanuel Urquhart & Sullivan, LLP** - Paralegal Clerk - New York, NY Summer 2021
**Junior Summer Camp Bonnie Briar Country Club** - Tennis Instructor - Larchmont, NY Summer 2018 & 2019

## Additional Skills & Interests

**Software:** Microsoft Office, Photoshop
**Social Media:** Instagram, Snapchat, Facebook, Youtube
**Interests:** Fiction/nonfiction Creative Writing, Photography, Weight Training, Cooking, Guitar, Music, Tennis.