

## John T. Butts

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### HIGHLIGHT OF SKILLS:

- Computer Science/Engineering
- Independent Game Developer
- Animator/Designer
- Humanitarian Volunteer
- Software Engineer
- Trained Moderator

### EDUCATION:

The Ohio State University, Columbus, OH  
B.S. Computer Science and Engineering

### PROFESSIONAL EXPERIENCE:

#### Nationwide Insurance

Columbus OH

IT Application Developer (Internship)

May 2016 – August 2016

- Solved defects and created enhancements for enterprise application using Java, JSP, JavaScript and SQL
- Participated in and led daily huddle to discuss team projects and brainstorm solutions
- Performed walk-up changes in IBM Mainframe environment using COBOL, JCL, and SQL

#### Nationwide Insurance

Columbus OH

IT Analyst (Internship)

May 2015 – August 2015

- Developed Ruby scripts to automate IT processes through a web app using Groovy on Grails programming
- Worked as a Test Analyst on a fast-paced conversion project using HP Quality Center for NW Financial

#### Owens Illinois

Perrysburg OH

IT Project Manager (Internship)

May 2013 – August 2013

- Project Manager for a software upgrade to the Clarity PPM tool using HP Quality Center in a team of four

### TECHNOLOGIES:

C#, Java, C, Ruby, HTML5, JavaScript, CSS, jQuery, SQL, OpenGL, Unity3D, Monogame, JSP, WebSphere  
Autodesk Maya + Mudbox, AfterEffects, Premiere Pro, Visual Studio, Android + iOS development, .NET, UNIX, Groovy/Grails

### OTHER EXPERIENCE AT OHIO STATE:

#### Computer Science/Engineering Senior Capstone

January 2017 – May 2017

- Brainstormed, designed, and implemented an original 3D kart racing video game called *Couch Party Racing*
- Developed in C# using the Unity3D engine creating technologies such as Artificial Intelligence, Input, and Track Creation
- Presented group work biweekly in a technical presentation format under the guidance of Doctor Roger Crawfis
- Created demo videos for each Timebox and the official Game Trailer and uploaded these to personal YouTube channel
- Won Ohio State's "Engineering Excellence in Capstone Design" award and was class voted "Best Game"

#### Sustained Dialogue Head Moderator/Vice President

August 2016 – May 2017

- Ran weekly meetings for a diverse group of 10-15 members discussing topics of global identities and social justice
- Organized 20 moderators for Ohio State's 2<sup>nd</sup> annual Police + Student dialogue featuring 200+ participants
- Hosted a multi-org Moderator Training for 15 individuals and coordinated with the Sustained Dialogue national facilitator

#### Teaching Assistant

August 2015 – May 2016, August 2016 – December 2016

- Worked with students of CSE 3902 Software Project Course and CSE 5236 Mobile Application Development
- Served office hours for weekly assistance and graded student work under supervision of Professor(s)

#### Team Lead

Spring Semester 2015

- Joined as the team Scrum Master in creating high quality software within Visual Studio using XNA game tools
- Introduction to the Agile methodologies, focusing on team turning in cohesive code every two-week period