

John T. Butts

butts.102@osu.edu | portfolio: dreameater.net

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 (GPA 3.2), Expected Graduation: May 2017

PROFESSIONAL EXPERIENCE:

Nationwide Insurance

Columbus OH

IT Application Developer (Intern)

May 2016 - August 2016

- Solved defects and created enhancements for enterprise application incorporating Java, JSP, JS and SQL
- Participated within and led daily huddles for Agile team workspace consisting of developers/testers/analysts
- Performed walk-up changes for separate team in IBM Mainframe environment using COBOL, JCL, and SQL
- Chosen to help the first Internship Council for Nationwide, providing feedback and guidance for future interns

Nationwide Insurance

Columbus OH

IT Analyst (Intern)

May 2015 - August 2015

- Developed Ruby scripts for automation of IT processes through web app built on Groovy/Grails
- Test Analyst on a fast paced application conversion project using HP Quality Center for Nationwide Financial

O-I

Perrysburg OH

IT Project Manager (Intern)

May 2013 - August 2013

- Managed an integral software upgrade to the Clarity tool using HP Quality Center in a team of four interns

O-I

Perrysburg OH

Accounts Payable (Intern)

June 2012 - August 2012

- Examined invoices using SAP ensuring accurate payments to and from various outside companies

TECHNOLOGIES:

C#, Java, C, Ruby, HTML5, JavaScript, CSS, jQuery, SQL, OpenGL, Unity3D, Monogame, JSP, WebSphere
Maya, Visual Studio, Android + iOS development, .NET, Groovy/Grails, UNIX, HP Quality Center, Jenkins, Agile

OTHER EXPERIENCE AT OHIO STATE:

Teaching Assistant

August 2015 - May 2016, August 2016 – December 2016

- Helped CSE students in two courses, assisted Professors in grading, and served office hours weekly

Team Lead

Spring Semester 2015

- Served as SCRUM master for team creating high quality video game in C#, learning the agile methodology

Research Assistant

August 2014 - October 2014

- Observed how Race and Ability of random gaming partners affects their attitudes while playing videogames

HONORS AND ACTIVITIES:

- Created iOS app and awarded 2nd place in 2015 Nationwide Hackathon for Team Presentation category
- Head Moderator for the Sustained Dialogue chapter at The Ohio State University
- Ohio State Humanitarian Engineering Scholar and member of Leadership Council (Academic Committee)