





# Amélie Butler

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## Education

**Memorial University of Newfoundland and Labrador**

*Bachelor of Arts in Computer Science - 4.0 GPA*

**St. John's, NL**

September 2021 - Present

## Work Experience

**Canadian Department of National Defence**

*FSWEP - DCOS OPS*

**Remote**

May 2023 - present

- Improved and generated 4 front- and back-end web applications for military use
- Collaborated with teams of 3+ developers and military personnel to gather requirements
- Made upgrades to sites on private intranet, speeding up accessibility and ensuring 100% uptime
- Addressed bugs and other potential improvements in order to prioritize departmental requirements

**Memorial University of Newfoundland and Labrador**

*Teaching Assistant*

**St. John's, NL**

September 2022 - April 2023

- Clearly and concisely delivered programming labs to over 100 students
- Answered questions and concerns from students regarding course material
- Evaluated student assignments outside of lab period
- Prepared additional instructional material outside of class and lab time to ensure student success

## Projects

**AmeSite** | *TypeScript, Astro, React, FastAPI, Tailwind CSS, Docker, React Query*

June 2023 - August 2023

- Composed a web app to query and display information regarding up to 11 million celestial bodies
- Tool makes queries to the Simbad astronomical database through a Python script ran with FastAPI
- Produced a front-end application using React Query, Tailwind CSS and Astro

**Parrot** | *Python, TensorFlow, Numpy*

April 2023 - July 2023

- Built a Discord bot that trains a neural network from a chat server's message contents
- Implemented a predictive text generator capable of mimicking users' typing habits using TensorFlow
- Improved training times to less than 24 hours per person on average
- Cleaned and parsed a database of messages dating back 4 years and containing over 1 million messages

**Urist's Quest** | *Ruby*

February 2023 - February 2023

- Developed a text-based video game in the Ruby programming language
- Designed and applied a recursive algorithm for random level generation and placing enemies
- Built a game engine to make further game development scalable, including an encounter and shop system

**Can't Stop** | *Java, Swing*

January 2023 - April 2023

- Created a 4-player digital version of the board game 'Can't Stop'
- Implemented a save file system capable of saving game state within 1 second
- Designed and coded a game GUI and computer turn logic
- Coordinated with a team of 5 students to complete documentation and code

## Skills

- **Languages:** Python, HTML, CSS, JavaScript, Typescript, Ruby, C, C++, Java, SQL, Bash
- **Tools and Libraries:** Git, GitHub, JUnit, Swing, Discord API, Docker, Astro, TensorFlow, Pandas, Numpy, Seaborn, QGIS, React, Node.js, Tailwind CSS
- **Relevant Courses:** Data Structures and Algorithms, Discrete Mathematics, Software Development, OS Design