





Amélie Butler

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Education

Memorial University of Newfoundland

Bachelor of Arts in Computer Science - 4.0 GPA

St. John's, NL

September 2021 - Present

Skills

- **Languages:** Python, HTML, CSS, JavaScript, Typescript, Ruby, 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

Work Experience

Canadian Department of National Defence

FSWEP - DCOS OPS (IT Procurement)

Remote

June 2023 - present

- Created front-end webpages using Microsoft SharePoint
- Promoted open communication, organizing meetings between civilian and military personnel
- Maintained and made upgrades to sites on private intranet, ensuring near-100% uptime
- Tested and fixed bugs in webpages and Excel calculators

Memorial University of Newfoundland

Teaching Assistant

St. John's, NL

September 2022 - April 2023

- Clearly and concisely delivered programming labs to over 100 students
- Resolved questions and concerns from students and other lab staff
- Provided useful feedback on student work submissions
- Prepared additional instructional material outside of contracted time to ensure student success

Projects

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

June 2023 - present

- Composed a web app for a personal site 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 using React Query and Tailwind CSS, deployed with Astro

Parrot | *Python, TensorFlow, Numpy*

April 2023 - July 2023

- Built a Discord bot for a chat group that trains a neural network from a server's message contents
- Implemented a text generator capable of mimicking users' typing habits using TensorFlow and Numpy
- Improved training times from multiple days 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 for a game competition
- 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' as a group term project
- Implemented a save file system capable of saving game state within 1 second
- Designed and coded a game GUI and computer turn logic
- Produced use case scenarios, domain models, logical architecture and sequence diagrams to facilitate development