

George Butler

San Francisco, CA

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Summary:

Passionate and hard-working developer, experienced in communicating effectively with cross-discipline teams, performing well in a fast-paced, autonomous, and ambiguous environment. I thrive in an environment that provides growth for myself and those around me.

Professional Experience:

Co-founder / CTO

June 2022 – Current

Brainfood

- Successfully designed and deployed a scalable full-stack web application, addressing the complexities of integrating various technologies into a cohesive platform.
- Developed OCR receipt scanning and the seamless integration of AI-driven functionalities for an enhanced user experience.

Lead VR / XR Developer for NSF-funded Research Project

June 2020 – 2022

Social Superpowers - socialsuperpowers.net

- Drove the design and implementation of a customized cross-platform meeting hub and website for the team's tools
- Created in-house tools used by student researchers to parse various amounts of data to be used for research purposes
- Documented the platform and tools for current and future team members' ease of use

Computer Science Instructor

Aug 2020 – Dec 2020

San Francisco State University

- Created and taught a curriculum for an Introduction to Computer Science course
- Fostered students in their time management and learning skills by providing extra lessons out of the normal class
- Mentored students planning to pursue careers as future teachers
- Built educational games to assist students in learning topics focused on by their teachers

Fullstack Engineer

Jan 2019 – Jan 2021

Quantum Integrity Software Inc.

- Developed a proprietary forum and blogging software featuring a *WYSIWYG* editor for article writers
- Increased website traffic by 50% after improving the UX of the web interface
- Developed a NodeJS build pipeline and deployed the website on Amazon Web Services using Nginx

Technical Skills:

Game Development, Virtual Reality, AI, JavaScript, TypeScript, NodeJS, React, Redux, Git, HTML, JSX, SCSS, Responsive Web Design, UI, C# .Net, Web APIs, Python, Django

Education:

B.Sc. in Computer Science

Graduated June 2022

San Francisco State University

Courses

Publications:

Author - Being Social in VR Meetings: A Landscape Analysis of Current Tools

<https://dl.acm.org/doi/pdf/10.1145/3563657.3595959>

Hobbies:

Game Development & 3D Modeling, Camping, Ceramics