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Justin R. Butler

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EDUCATION

New Albany, IN	Indiana University Southeast	Fall 2015-Present

- B.S. in Computer Science, Expected Fall 2019.
- Minor in Mathematics, Expected Fall 2019.

- Coursework: Software Engineering; Programming Languages; Computer Structures; Data Structures; Data Science; Analysis of Algorithms; Database Concepts; Artificial Intelligence

LANGUAGES AND TECHNOLOGIES

- C#; C++; Typescript; JavaScript; PHP; Java; Python; Ruby; Kotlin; Lua
- .NET; Visual Studio; JetBrains Suite; Unity3D; Git; .NET Core MVC; Angular; Laravel; React; React Native; Ruby on Rails; Redux; Firebase;

WORK EXPERIENCE

Software Developer	Louisville Geek	March 2018-Present

- Work with Clients and development team to develop and maintain software or web applications.

Computer Science Tutor	Indiana University Southeast	Fall 2017-Present

- Assist Students in their course work by providing insight into the problem or assignment.
- Work closely with professors to ensure students understand material and seek appropriate assistance.

Produce Clerk	Kroger	March 2015-December 2017

- Keep produce floor full, fresh, and clean.
- Apply the 3A's (Acknowledge, Assist, and Appreciate) to all customers.
- Work well with team to effectively and efficiently accomplish tasks.

ADDITIONAL EXPERIENCE

Projects
Github.com/jb1361

- **Trustpass** (2018). Web application and mobile app that is much like Airbnb but allows land owners to put their land up for rent. React; React Native; Firebase
- **Exaltor** (2018). Automated deployment system. React; .NET Core MVC
- **3CX Wallboard** (2018). Application to retrieve data from 3CX database to present it in a meaningful way and run a daily report. Laravel
- **Magna** (2018). A web application to manage online ordering for pharmacies. Angular; Laravel
- **Open Angel Arena** (2017). Open source contribution to a mod for the game called Dota 2. (github.com/OpenAngelArena)
- **Kattis** (Ongoing). Tackle programming problems from previous ACM contests. Python; C++
- **ShootingForA** (2017). Top down shooter style game made in Unity3D. C#.NET (Unity API)
- **Third person camera system** (2016). A complete package on the Unity3D asset store that allows you to easily implement a third person camera system for the player. C#.NET

Research
- **RS3 GE Prediction Model** (2017). I developed a model that predicts future prices of items in a game by collecting three months of data and running a linear regression algorithm to produce price predictions.