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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 2020.
* Minor in Mathematics, Expected Fall 2020.
* Coursework: Software Engineering; Programming Languages; Computer Structures; Data Structures; Data Science; Analysis of Algorithms; Database Concepts; Artificial Intelligence; Operating Systems

**LANGUAGES AND TECHNOLOGIES**

* C; C#; C++; Typescript; JavaScript; PHP; Java; Python; Ruby; Kotlin; Lua
* .NET; Visual Studio; JetBrains Suite; Unity3D; Git; .NET Core MVC; Entity Framework; Angular; Laravel; React; React Native; Redux

**WORK EXPERIENCE**

**Full Stack 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**

* **UptimeRmx** (2019-Present). Remote monitoring software for PLC’s that can be connected to any industrial machine. React; .NET Core
* **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.