

MATAS BAKUTIS

FULL STACK WEB DEVELOPER

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SUMMARY

I'm a programmer with a drive to create great programs and platforms, as well as continuously expand my knowledge of development and technology. My passion and quick learning is a great way for any organization to improve their technological footprint.

SKILLS

WEB DEVELOPMENT: HTML, CSS, JavaScript, Node.js, Phaser.js, JQuery, Bootstrap, Git, GitHub, MongoDB, Mongoose, Gulp, React, Materialize, Sockets, Heroku, Ruby, Rails, Sinatra, Mocha, Chai, Angular, Unity, C#
VARIOUS: Fluent Lithuanian, Photoshop, Microsoft Office, Google Drive

PROJECTS

thePlaylist

Oct 2017 - Oct 2017

The Playlist is a collaborative project in which I am working in a team to design and create a fully functioning YouTube Playlist website. Users are able to browse others playlists and create their own all without leaving the site. I am planning on updating the some quality of life features and making the site more user friendly in the future. JQuery, Express.js, Node.js and EJS were used in this project.

theGame

Sep 2017 - Oct 2017

theGame is a top down shooter game. The main focus was to create a game that required a lot of user interaction and skill. It is meant to be played with a keyboard and mouse. I am planning on adding more levels, and different character classes. Phaser.js was used as the framework for the game.

Guildy

Nov 2017 - Current

Guildy is meant to be a hub for World of Warcraft guilds (in game communities). Guild leaders can sign up their guild and create rosters for the in game teams that the site will display statistics and information about. We used React for the front-end, while using Sinatra and Ruby to set up the back-end. We used PostgreSQL to create an sql database.

EDUCATION

General Assembly, Web Development Immersive Program

Full time 12 week program. Over 200+ hours of study in and outside of the classroom. In the class we complete personal and group projects in one week sprints. The program focuses on teaching students how to be able to learn programming on their own, by teaching good learning habits and the basics of object orientated programming.

EMPLOYMENT

Morris Engineering, Office Assistant, Lisle, IL

May 2015 - Sep 2017

Gathering tax maps and subdivision plat maps, reading through titles and legal descriptions, and putting all of that information together into a usable packet for the field crew. As well as some time out in the field with surveyors, surveying homes.