


Misha Butt

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Technical Skills

Tools and Software

Google Suite,
Microsoft Office

Languages

Java, JavaScript/Typescript, C#,
C, C++, Python, Bash, HTML,
SQL, PHP

Operating Systems

Unix, Mac OS, Ubuntu, Windows

Frameworks

React, Node.js

Education

Bachelor of Science Honours Specialization in Computer Science with a Minor in Software Engineering

Western University
2019-2024

Work Experience

Rosedale Digital Marketing | Salesforce Developer

January 2024 - Present • Toronto, ON

- Debugged and resolved SSJS scripts to enhance Marketing Cloud functionality and troubleshoot API-related issues
- Designed and deployed personalized email campaigns using Salesforce Marketing Cloud, leveraging AMPscript and dynamic content for targeted customer engagement
- Implemented and optimized REST and SOAP API calls to synchronize member data across multiple platforms, ensuring data accuracy and consistency

IBM | Back End Developer Intern

May 2022 - August 2023 • Markham, ON

- Implemented a single page application from a legacy web application for the IBM Business Process Manager software in a scrum environment
- Modernized and updated UI for Process Admin Console web application using IBM's Carbon Design System
- Achieved a 70% reduction in startup time by resolving package vulnerabilities
- Refactored and developed modern and user-friendly frontend pages in React with Typescript, CSS, Redux from JSP
- Utilized Jira, Git and IBM Rational Team Concert to organize tasks through functional needs and manage code delivery
- Updated components and UI to ensure application adhered to accessibility standards using IBM Accessibility tester and JAWS
- Developed and debugged RESTful APIs through the OpenAPI Specification and refactored Java backend logic

Projects

AI Non-Playable Character Chat Box | Unity, C#

- Developed a revolutionary interaction system within the Unity game engine, leveraging AI and NLP technologies
- Enabled user interaction with NPC by integrating AI generated dialogue, fine-tuning pre-trained language models, and synchronizing NPC lip movements with generated speech
- Integrated text-to-speech functionality to further enhance player immersion, offering a seamless gaming experience
- Identified limitations in dialogue coherence, NPC behavior variability, and speech synthesis quality, highlighting areas for future research and improvement

Johnny's Maze Adventure Game | Unity, C#

- Designed complex mazes requiring players to find keys and unlock doors to progress
- Utilized JSON to develop a dynamic leaderboard, saving and displaying top scores and leveraged C# scripting to ensure seamless gameplay and high performance