Sadie-Jane Buytendorp

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EDUCATION

Georgia State University, Atlanta, GA
Bachelor of Science,
Computer Science
GPA: 3.6
Honors: Dean's List (Summer 2022, Fall 2022), President's List (Spring 2023, Fall 2023)

Summary of Skills

- Front-end experience in HTML, CSS, and JavaScript as well as experience in frameworks and libraries such as jQuery, React JS, and Material UI.
- Back-end experience with Python and Django with databases such as MySQL and SQLite3.
- Experience in developing or consuming APIs, knowledge of RESTful services.
- Adept at Unity development with C#.
- Familiar with version control using GitHub and Git.
- Experience in UNIX Shell Scripting and Linux systems.

Technical Skills

- **Languages and Scripting:** Java, Python, C, C#, HTML, CSS, JavaScript, UNIX Shell Scripting, Swift
- **Tools and Technologies:** Eclipse, Visual Studio Code, MS Visual Studio, Unity, Figma, Android Studio, XCode
- **Libraries and Frameworks:** jQuery, React JS, Django, Material UI
- **Cloud Platforms:** AWS
- **Version Control:** Git
- **Soft Skills:** Teamwork, Leadership, Problem Solving, Time Management, Organization, Self Learning, Communication

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PROJECTS

1. Project Title: Movie Search Tool

Description: Developed a Movie Search Tool using React and Material-UI that allows users to search for movies, view movie details, and learn more about the movie industry. Utilized the Movie Database (TMDB) API for fetching movie data and React Router for navigation. Implemented responsive design for a seamless user experience on both desktop and mobile devices.

Technologies Used:
- React
- Material-UI
- React Router Dom
- TMDB API

Features:
- Implemented a responsive Navbar with a search bar for user input.
- Utilized React Router to navigate between different views: Home, Search, About, and Movie Details.
- Designed a visually appealing UI with Material-UI components and custom styling.
- Developed a Movie Details view to display information about a selected movie, including its poster, overview, and release date.
- Integrated reusable components, such as Hero and MovieCard, for consistent UI across views.

GitHub Repository: https://github.com/sadiejaneb/moviesearchapp

2. Project Title: Django Login System

Description: Built a Python Django-based web platform and blog that allows users to interact in a social media-like environment. Users can log in securely, post content, and interact with each other's posts. It utilizes django-allauth for secure user logins with hashing and salting.

Technologies Used:
- Python
- Django
- jQuery and AJAX
- Tailwind CSS
- Django-allauth

Features:
- Uses django-allauth to securely manage user sessions and authentication with hashing and salting.
- Utilizes jQuery and AJAX for client-side scripting, allowing real-time actions like posting, following, and toggling modals without requiring a full page reload.
- Allows authenticated users to create and manage their own posts, utilizing AJAX.
- Displays all posts in a single feed called All Posts, as well as customizing the user's home page to show only the posts of those they are following.
- Users have their own profile pages that displays their posts as well as showing the number of followers and posts that user has.
- Users can follow and unfollow other users from their profile page.

GitHub Repository: https://github.com/sadiejaneb/Django_Login

3. Project Title: Whisker's Quest

Description: Developed a dynamic melee combat game in Unity, leveraging C# for intricate scripting and animation. This project highlights an advanced combat system, detailed character animations, and immersive audio integration, providing a rich player experience. Special attention was given to creating responsive NPC behaviors and customizable player interactions.

Technologies Used:
- Unity
- C#

- Unity Animation System
- GitHub (for version control)
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Features:
- **Robust Melee Combat Mechanics:** Implemented a detailed combat system enabling punching and blocking actions, with blocking reducing damage taken, enhancing the strategic depth of gameplay.
- **Sophisticated Animation System:** Developed animators with event triggers for player and three types of NPCs, ensuring fluid and responsive combat animations.
- **Interactive NPC Behaviors:** Scripted NPCs to exhibit varied attack patterns and death animations, creating a diverse and challenging combat environment.
- **Damage and Health Management:** Scripted a comprehensive health and damage system for both the player and NPCs, contributing to the game's realism and challenge.

GitHub Repository: https://github.com/sadiejaneb/whiskers-quest

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WORK EXPERIENCE

Quiktrip, Duluth, GA   October 2015 – Present
Clerk Trainer
- Collaborate with a diverse team of clerks to ensure seamless operations and provide top-notch customer service, fostering a collaborative and supportive team environment.
- Demonstrate conflict resolution skills, effectively resolving issues among trainees and cultivating a positive team environment.
- Comprehensive training on EPIC functions, time clock usage, and POS functionality for new clerks, resulting in a streamlined onboarding process.
- Manage trainee schedules, fostering efficient training timelines and ensuring adequate coverage during shifts.
- Troubleshoot computers and POS systems, swiftly resolving technical issues to minimize disruptions in store operations.