

# 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)

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## Summary of Skills

- Proficient in C# development, with experience in building and consuming RESTful APIs.
- Back-end experience with Python and Django with databases such as MySQL and SQLite3.
- 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, WordPress
  - **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: Project 3 ICG

**Description:** Developed a first person shooter game in Unity with C#, focusing on advanced scripting to create a dynamic environment. Focused on scripting enemy and player behavior as well as item collection and user interface.

### Technologies Used:

- Unity
- C#
- Unity Physics Engine
- GitHub (for version control)

### Features:

- **Weapon Interaction Mechanics:** Implemented **OnTrigger** methods for seamless pickup of two distinct types of firearms, as well as ammunition pickups, enhancing the interactive gameplay experience.
- **Advanced Combat System:** Scripted sophisticated enemy and player interactions, including bullet impact detection using both hit scan techniques for instant-hit weapons and Unity's physics engine for projectile dynamics in rocket weapons.
- **Player Health and Ammo UI:** Developed a user interface that dynamically displays player health, ammunition levels for each weapon, ammo inventory, and the number of enemies eliminated, contributing to an engaging game experience.
- **Reload Mechanics:** Programmed a realistic reload system that checks the player's inventory for available bullets and replenishes ammunition up to a defined limit, adding a strategic layer to weapon management.
- **Responsive Enemy AI:** Scripted enemy behaviors to react to player actions and bullet impacts, creating a challenging and responsive combat environment.

**GitHub Repository:** [https://github.com/sadiejaneb/project3\\_icg/](https://github.com/sadiejaneb/project3_icg/)

## 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)

### 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.