

CONOR BUTTE

conorbutte@gmail.com
linkedin.com/in/cblands
github.com/cblands
conorbutte.me
Victoria, BC Canada

Professional Interests: Web development, machine learning, scalable systems, rapid development schedules.

Work Experience

Backend Developer - Python, [Varsity Tutors](#) – P.T. Contract **Jan. 2020 – Jan. 2021, Victoria**

- Built and maintained python microservices, deployed in a serverless environment.
- Used AWS services such as DynamoDB, SQS and Lambdas.

React Developer, [Varsity Tutors](#) - Internship **May – Dec. 2019, Victoria**

SMS Messaging Tool (4 Months)

- Developed the front end of an SMS tool with React.js, embedded in an electron app which was connected to the Twilio API.
- Conducted extensive testing of a large-scale release in an agile environment.

Dynamic Work Scheduler (4 Months)

- Built a dynamic scheduler using React.js & connected to python lambdas through internal REST APIs, some of which I built.
- Implemented data structures & algorithms to deliver a smooth & functional user experience.

IT Technician, [Department of Defence](#) - Internship **Sept. – Dec. 2018, Esquimalt**

- Wrote python scripts to gather site wide statistical information used in product acquisition.
- Maintained site wide architecture, including networking and various operating system images.

Instructor, [Byte Camp](#) - Internship **May – Aug. 2017, Vancouver**

- Instructed and taught students web development (JavaScript, HTML, CSS).
- Developed excellent problem solving & leadership skills.

Projects

Sentiment Analytics, [github.com/sentalytics](#) **Jan 2021 – Present, Victoria**

- Python based sentiment analysis of posts and comments on popular sites such as Reddit and Twitter.
- Written in Python, currently using a Naïve Bayes classifier to determine sentiment.
- Implemented a noSQL database using MongoDB paired with AWS serverless architecture.

Tower Climber Game, [tower-climber.conorbutte.me](#) **Sept. 2020 – Jan 2021, Victoria**

- Multiplayer game hosted on Heroku using a node.js server with socket communication.
- UI written in Vanilla JavaScript, HTML and CSS.
- Worked with Phaser as the physics engine and constructed custom maps with Tiled.

Chess Engine, [harold-engine.conorbutte.me](#) **Apr. 2020 – July 2020, Victoria**

- Hosted on Heroku using Gunicorn and Flask framework.
- Used React.js, HTML and CSS to develop the front end.
- Wrote the engine with Python using a variety of heuristic functions for training.

Skills

Software: React.js, JavaScript, Python, Java, SML, Racket, Ruby, C, AWS, HTML, CSS

Professional: Agile Development, Teamwork, Problem Solving, Self Starting, Communication

Education

Bachelor of Software Engineering, [University of Victoria](#) **Graduation September 2021**

Notable Courses: Software Scalability, Data Mining, Artificial Intelligence, Data Structures & Algorithms, Software Testing, Software Security, Databases, Information Security & Privacy