# **Justin Buttrey**

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## **EDUCATION**

## **Tennessee Technological University**

August 2018 - December 2021

B.S. Computer Science | Scientific and Software Applications

## **Volunteer State Community College**

August 2014 - June 2018

A.A.S Computer Science | Computer Science

## **SKILLS**

#### Languages

Proficient: C# | Experienced: JavaScript, HTML, CSS

Libraries

Proficient: .Net | Experienced: Bootstrap, Node.JS

Tools

Proficient: Visual Studio, Visual Studio Code, Notepad++ | Experienced: Git

## PROFESSIONAL EXPERIENCE

## Electronics Technician, Gaylord Opryland Resort & Convention Center

May 23, 2016 - Present

Created a C# console application to control lights using the DMX512 standard. Packets are sent via USB to a DMX controller that converts the input into a DMX512 signal and sends it through DMX cables to the light fixture. Refactored various Python scripts to improve readability and maintainability.

## **PROJECTS**

#### NodeGrapher

Built a web app that allows users to create simple node graphs. Users can freely add and move nodes, add items to nodes and make connections between the various nodes and items.

## MegaMek

Contributor for open-source BattleTech digital board game. Implemented a new feature to display sprites during the round report log. Worked on various bug fixes for companion program MekHQ as well.

#### Civil Air Patrol Web App

Built a web app for a local Civil Air Patrol unit that allowed for real time communication on a network. It uses the SimplePeer library to create WebRTC peer-to-peer connections. Clients receive peer information from a Node.JS server and then establish a connection with each other.

#### **DMXConsole**

Built a console application that sends packets through a USB cable into an FTDI adapter which converts it to DMX512 and outputs it through DMX cable. It uses the FTD2XX library to communicate with control. Allows users to configure channels, create groups, and modify light levels.

## **ACHIEVEMENTS**

## **Arctic Code Vault Contributor**

Contributed to open source projects that are stored in the Arctic World Archive in Svalbard, Norway.