

Justin Turbyfill

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EXPERIENCE

VCE Industries LLC.

September 2024 – October 2024

Full Stack Developer (Freelance)

www.vceindustries.com

- Developed their new Sticker and Vinyl **Ecommerce** website for a client with **100's of monthly users** and **1000's of dollars of revenue**.
- Utilized **Next.js**, **React.js**, **Typescript**, **Sanity Database**, **TailwindCSS**, and **Stripe** with an intuitive design focused on **user retention** and **ease of use**.
- Incorporated an **Admin Panel** to easily add new categories and products.
- Collaborated with **Lacuna Strategies LLC.** through Git, Trello, and Discord to ensure the website exceeds standards.

TECHNICAL PROJECTS

Clash Royale Automation | *Python, OpenCV, MSS, NumPy, Win32*

- **Automated Clash Royale** gameplay and rewards collection through **Image Recognition** with a **33% win rate** against human players.
- Achieved **50,000 views** from Clash Royale players within Twitter and Discord communities leading to **dozens of users**.
- Allows users to select specific decks **without compromise on speed**.
- Achieved **100% up-time**, conducting **successful matches** and **chest openings**.

Duels Decks Analyzer for Clash Royale | *Python, Tkinter, Pillow, Matplotlib, Clash Royale API*

- Given users on average a **30% higher win rate** in sets within competitive events such as the Clash Royale League Monthly Qualifiers.
- Leveraged **Clash Royale's API** to give the analysts of the most dominant Clash Royale players an easy to use application that displays the previously used **Duels sets, friendly battles, and ranked deck** of players that are searched for.
- Parsed and integrated JSON requests into a **GUI interface**, returning important data from the last **30 matches played**.

Breakout | *Python, PyGame, Unittest*

- Developed the classic game Breakout in an **Agile team of 5 developers**.
- **Collaborated** effectively with teammates, contributing to **brainstorming** sessions, dividing tasks, and integrating individual contributions into a **cohesive final product**, scoring **100%** on each section.
- Designed the overall game, implemented **sound effects and music**, and conducted **manual and automated tests**.

EDUCATION

University of Maryland Global Campus

August 2024

Bachelor of Science in Software Development and Security

Adelphi, MD

GPA: 3.94/4.00, Magna Cum Laude, Dean's List all Semesters

Udemy 100 Days of Code: Python

April 2024

Bootcamp Certificate

Remote

TECHNICAL SKILLS

Languages: Java, Python, C/C++, mySQL, JavaScript, Typescript HTML/CSS, TailwindCSS, MATLAB

Frameworks/Libraries: Flask, Django, NodeJS, NextJS, ReactJS, Rest API, JavaFX, Spring Boot, Swing, Pandas, NumPy, Matplotlib, Selenium, OpenCV, MSS, PyGame, PySpark, PyTorch, TensorFlow, Socket, PyAutoGui, MediaPipe, BeautifulSoup

Developer Tools: Git, GitHub, VSCode, Visual Studio, PyCharm, IntelliJ, Eclipse, Apache Netbeans, Bash, Oracle

Testing and Deployment: AWS (EC2, RDS, S3, DynamoDB, Lambda, Cloud9, CLI), Selenium, PyTest, Unittest, TestNG, JUnit, Windows, Linux

Concepts: Object Oriented Programming, Data Structures and Algorithms, Front-End, Back-End, Full-Stack, LLM, ML, Automation, Agile, DevOps, Automated Testing, Manual Testing, QA