Charles Henry Dubreuil

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EDUCATION

CUNY Brooklyn College – Brooklyn, NY   May 2024
Bachelor of Science in Computer Science
- Relevant coursework: Data Structures and Algorithms, Databases, Operating Systems, Mobile Application Development, Web Development, Game Development

SKILLS & CERTIFICATIONS

Programming Languages: Python, Java, C, C++, C#, Kotlin, Swift, JavaScript, TypeScript, SQL

Operating Systems: Linux/UNIX, Windows, macOS

Software Development: Object-Oriented Programming, Software Design, System Analysis, Debugging, Software Testing

Web & APIs: REST APIs, JSON, XML, Spring Boot, React

Databases: SQL, Room, Firebase

Authentication & Security: Firebase Authentication, OAuth 2.0, JWT, Google Sign-In, Apple Sign-In, Okta

Testing: Unit Testing, JUnit, Mockito, MockK

Tools & Practices: Git, GitHub, Agile/Scrum, Configuration Management, Gradle, Maven, Postman

EXPERIENCE

Techfield - Android Developer Intern | Atlanta, Georgia   September 2025 - Current
- Developed and maintained production software features using Kotlin and Java, following object-oriented design principles and clean coding standards
- Implemented business logic and data persistence with unit-tested components, improving reliability and maintainability
- Collaborated in an Agile team environment, participating in sprint planning, stand-ups, and code reviews
- Used Git-based configuration management with feature branching, peer reviews, and controlled merges
- Improved feature delivery speed by 30% through modular design and refactoring efforts

PROJECTS

Modern Dating App | Personal Project   GitHub | View Project
- Built a Tinder-style Android app using Jetpack Compose, Kotlin, MVVM, and Clean Architecture with repository and mapper layers.
- Integrated Retrofit and Coroutines to fetch nearby users by geolocation, handling network success/error states through domain models.
- Added CameraX for seamless in-app profile photo capture, enabling a fully self-contained 100% in-app onboarding flow with no external apps required.
- Implemented Hilt DI for ViewModels, Use Cases, and repositories; used StateFlow to manage UI reactivity across swiping, profile, and onboarding features.

Country Search App | Personal Project   GitHub | View Project
- Developed an MVVM-structured Android app consuming a public Countries API using Kotlin, Retrofit, LiveData, and Repository abstraction.
- Used Coroutines to fetch API data and execute Room Database operations asynchronously for offline caching.
- Implemented dynamic search, A–Z sorting, and region filtering; built Room-powered bookmarks with full CRUD support, increasing data navigation efficiency by 50%.
- Built a lifecycle-aware ExoPlayer login screen featuring an auto-looping video background tied to the Activity lifecycle, and implemented Firebase Authentication for secure user login.

Tech News App | Personal Project   GitHub | View Project
- Built a Kotlin-based Android app using Retrofit, REST APIs, XML UI, and RecyclerView + Coil to fetch and display technology news; implemented an article detail screen using Intents and Activity navigation.
- Added dynamic search, adapter filtering, and API response validation; improved resilience against network errors, empty states, and slow API responses through structured error handling.
- Refactored ViewHolders, adapters, and data models for cleaner architecture; documented code structure and applied best practices for maintainable Android development.