

Charlie McLaughlin

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EDUCATION

Dalhousie University

Bachelor's of Computer Science (GPA 4.01)

Halifax, NS

September 2023 – Present

Yarmouth Consolidated Memorial High School

High School Diploma (98.0% Average)

Yarmouth, NS

September 2019 – June 2023

EXPERIENCE

Software Engineering Intern

May 2025 – July 2025

Cognizant

Halifax, NS

- Developed a full-stack chat bot application to assist technical support teams using the Google Cloud Platform
- Led the front end development in ReactJS, and assisted the backend development using the Python Flask framework
- Set up CI/CD pipelines to automate testing using Vitest and deployment through Google Cloud Build
- Participated in Scrum ceremonies to support Agile delivery and team alignment.

GIS Technician

February 2023 – August 2024

Town of Yarmouth

Yarmouth, NS

- Co-developed a GIS-based web map featuring 400+ accessible locations across Yarmouth County using QGIS/ArcGIS.
- Managed version control and collaboration using Git.
- The project was deployed using HTML & JavaScript and is being widely used by residents of the county.

Software & Security Intern

July 2022 – August 2023

IBM

Halifax, NS

- Developed and deployed a company wide acronym bot using JavaScript, PHP, and SQL in collaboration with frontend and project management teams.
- Enhanced security event documentation and classified incidents for a large scale SIEM product.
- Automated SIEM product updates using Python, improving response efficiency.
- Utilized GitHub for team collaboration, with the bot project now in active company use.

PROJECTS

Agentic AI Devteam | *ReactJS, CrewAI, Python*

July 2025 – Present

- Developed an agentic AI-powered software team using CrewAI to automate full-stack app prototyping.
- Created a Python Flask server to manage frontend API calls to the AI development team.
- Designed a React-based UI for users to submit project requirements and receive auto generated code.

Piggle | *React, CSS, Firebase, Cloud Firestore*

February 2025 – Present

- Designed and developed an interactive browser based puzzle game using React.
- Implemented Firestore to manage player accounts, levels, and leaderboard data in real time.
- Developed a functional level editor, and a level browser dashboard for user created content.

Yarmouth County Accessibility Map | *JavaScript, HTML, CSS, QGIS*

February 2023 – August 2024

- Created a map of all accessible points in Yarmouth County Nova Scotia.
- Used QGIS and ArcGIS for plotting the points and Git for project management.
- Created an interactive front end website to display the map using HTML and JavaScript.
- Map is used by residents with accessibility needs in Yarmouth County, and tourists coming to the area.

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, C, SQL, HTML/CSS

Frameworks & Libraries: React, Node.js, Flask, Tailwind, JUnit, Jest, Vitest, pandas, NumPy

Developer Tools: Git, GCP, Firebase, VS Code, PyCharm, IntelliJ, MySQL