

# Charlie McLaughlin

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## EDUCATION

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### Dalhousie University

Halifax, NS

*Bachelor of Computer Science (GPA: 4.01)*

*September 2023 – Present*

- Relevant Courses: Data Structures and Algorithms, Computer Systems, Databases, Software Development

**Currently seeking a 4 or 8 month co-op opportunity**

## EXPERIENCE

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### Software Engineering Intern

May 2025 – July 2025

*Cognizant*

*Halifax, NS*

- Developed a GenAI full-stack chat bot application to assist technical support teams using the Google Cloud Platform
- Led the front end development in ReactJS writing 10500+ lines of code.
- Contributed to 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 – May 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

Summer 2022 & Summer 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

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### Agentic AI Devteam | *CrewAI, Python, React*

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 UI in React for users to submit project requirements and receive auto generated code.

### FinnLang | *Rust, React, Cargo*

June 2025 – Present

- Created my own programming language from scratch in Rust, including a lexer, parser, and interpreter.
- Language features include loops, arrays, and functions with parameters and return statements.
- Created an interactive front end IDE using React where you can run your own FinnLang Code.

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

February 2025 – June 2025

- 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.

## TECHNICAL SKILLS

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

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

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