# CHARLES MCTURLAND

*SOFTWARE ENGINEER*

## CONTACT

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## EDUCATION

B.S.
Computer Science
University of Pittsburgh
September 2008 - April 2012
Pittsburgh, PA
M.S.
Computer Science
University of
Pittsburgh
September 2004 - April 2008
Pittsburgh, PA

## SKI LLS

Python (Django)
Javascript (NodeJS ReactJS, jQuery)
SQL (MySQL, PostgreSQL, NoSQL)
HTML5/CSS
AWS
Unix, Git

## WORK EXPERIENCE

### Software Engineer

Emb a rk

January 2015 - current/New York, NY

- Worked with product managers to re-architect a multi-page web app into a single page web-app, boosting yearly revenue by $1.4M
- Constructed the logic for a streamlined ad-serving platform that scaled to our 35M users, which improved the page speed by 15% after implementation
- Tested software for bugs and operating speed, fixing bugs and documenting processes to increase efficiency by 18%
- Iterated platform for college admissions, collaborating with a group of 4 engineers to create features across the software

### Software Engineer

M a rket Sma rt

April 2012 - January 2015/Washington, DC

- Built RESTful APIs that served data to the JavaScript front-end based on dynamically chosen user inputs that handled over 500,000 concurrent users
- Built internal tool using NodeJS and Pupeteer.js to automate QA and monitoring of donor-facing web app, which improved CTR by 3%
- Reviewed code and conducted testing for 3 additional features on donor-facing web app that increased contributions by 12%

### Software Engineer Intern

Marketing Science Company

April 2011 - March 2012/Pittsburgh, PA

- Partnered with a developer to implement RESTful APIs in Django, enabling analytics team to increase reporting speed by 24%
- Using Selenium I built out a unit testing infrastructure for a client application that reduced the number of bugs reported by the client by 11% month over month

## PROJECTS

### Poker Simulation

- Built a full-stack web app to allow users to simulate and visualize outcomes of poker hands against opponents of different play styles using open source cards.js on the front-end
- Utilized sci-kit learn in Python to simulate possible outcomes under different scenarios that the user chose