Charles Oliner

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# Skills

* Expertise in UI and UX design.
* Strong knowledge of object-oriented programming and C#, .NET, ShaderLab, Java, HTML, SASS, CSS, Typescript, and JavaScript.
* Expert in Git, spreadsheet/office applications, Microsoft Visual Studio, Microsoft Visual Studio Code, Microsoft Dynamics, AWS, NodeJS, and Unity3D.
* Familiar with internet technologies including UDP, TCP, HTTP, HTTPS, SSH, TLS, JSON, and XML.
* Able to quickly learn and apply new technologies.
* Successful in both self-directed and team settings.

# Employment

*Software Developer,* **Accenture Federal Services** via **Smoothstack** (2019 – 2023)

* Completed pre-deployment training, including SQL, React, Dynamics 365, Java and AWS.
* Joined development team subcontracted to Dept of Justice until project cancellation.
* Joined development team subcontracted to Dept of Homeland Security to work on the front end and back end of Protective DNS.

*Freelance Software Developer,* **Toptal** (2017 – 2019)

* Developed the Android/iOS game Fat Cat Catapult.
* Created a video streaming plugin for C#/Unity3D, requiring my experience with the command line and external libraries.

*Freelance Software Developer,* **Fiverr** (2017 – 2019)

* Completed 11 projects, including a procedurally animated dandelion logo, a lightweight HTTP server for music streaming, and several GPU shaders for screen-space distortions and effects.
* Earned Level One Seller status with a 4.8/5 star rating.

*Asset Developer,* **Unity Asset Store** (2017 – 2018)

* Created a command terminal for Unity3D games; gained knowledge of reflection in .NET.
* Used knowledge of 3D math to develop an outline shader system.

# Education

*High School Diploma,* **Walter Johnson High School**, Bethesda, MD (2013 – 2017)

* Earned an A in Computer Science 3 (more advanced than AP Computer Science), focusing on Object-Oriented Programming, Computer Architecture, Algorithms, and Complex Data Structures.
* Earned a 5 on the AP Computer Science exam.

**Carnegie Mellon National High School Game Academy Pre-College Program**, Pittsburgh, PA (2017)

* Honed skills in programming and working in teams

**iD Tech Camp**, Stanford University, UCLA, California Lutheran University, American University (multiple summers)

* Learned Java, Javascript, PHP, C#, HTML, CSS, SQL

# Personal Projects

* Blind Driver, a C# driving game completed with a small team.
* Telesto, a C# platformer requiring careful thought from the player.
* Rectangles Count as Art, a rocket-jumping arcade platformer.
* Carhop Destiny, an arcade-style food-serving game.
* Systems for 2D wire wrapping, procedural generation of cities and terrain, Mandelbrot set viewing, generic UIs, and player movement.

# Volunteer Experience

*Volunteer,* **Phoenix Computers**

* Refurbished computers to help low-income families in Maryland.

*Volunteer,* **Food Forward and SOVA Food Pantry**

* Helped to provide goods for hungry families in California.