

Charles Wilkin

Updated: September 20, 2022

Address: [REDACTED]
[REDACTED]
[REDACTED], UT, [REDACTED]

Email: Charlie@BusyBoredom.com
Website: BusyBoredom.com
Github: GitHub.com/busyboredom

EXPERIENCE	Software Engineer – [REDACTED] [REDACTED] is a large FinTech company in a rapidly evolving industry. <ul style="list-style-type: none">• Developed microservices in Rust with a focus on security, performance and availability.• Worked in an agile environment on projects that demanded excellent cross-department communication.• Automated complex user onboarding flows enabling the company to expand into new countries.	Feb, 2022 – Present
	Electrical Controls Engineer – <i>Universal Machine Company</i> UMC designs and builds custom machinery for industrial automation. <ul style="list-style-type: none">• Programmed PLCs and robotic arms for custom machinery.• Automated onboard reporting to meet regulatory requirements.	Jul, 2019 – Feb, 2022
EDUCATION	Electrical Engineering B.S. – <i>Pennsylvania State University</i>	May, 2020
	Physics B.S. – <i>West Chester University</i>	May, 2020
PROJECTS	Ministo – Monero mining GUI bundling XMRig, P2Pool and the monero daemon. AcceptXMR – A multithreaded, asynchronous Monero payment gateway library. Sunblock – Shield your eyes from the sun with a motorized sun shade using Haar cascades and OpenCV. Gooba – An event-driven spiking neural simulator written in rust. PocketLawyer – A hackathon team project to automatically detect, record and transcribe abusive language (won 2 nd place). Amplifier Optimizer – A genetic algorithm that does your circuit design homework. The Inebriator – An automated bartender. JudgementBot – A selfie-rating convolutional neural network. Bro Server – A collection of self-hosted projects including XMPP, Bitwarden and Git servers.	Nov, 2021 – Present Nov, 2021 Dec, 2020 Dec, 2020 Nov, 2020 Apr, 2019 Mar, 2019 Jan, 2019 Jan, 2019
SKILLS	Languages – Rust, C++, Python, JavaScript, MATLAB, VBA. Databases – MySQL, SQLite, PostgreSQL, MSSQL. Backend – Actix-Web, Flask. Frontend – HTML5, CSS, Qt, WebAssembly. Libraries – Serde, Tokio, NumPy, Pillow, OpenCV, Matplotlib. Tools – CMake, GCC, Git, Cargo, Tensorflow, Linux Command Line.	

Programming Since 2011 (11 Years)