# **Charles Villard**

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Software engineer and speaker. Passionate about developer experiences, design systems, and front-end architecture. These days, I've been focusing on UI tooling and native web components.

# **SKILLS**

# **Frontend and Backend Development**

HTML, CSS, SCSS, JavaScript, TypeScript, React, Vue.js, Nuxt.js, Web Components, Astro, Gatsby, Jekyll, Hugo, Storybook, design systems, accessibility, Node.js, PHP, Ruby on Rails, C#, .NET, SQL, PostgreSQL

#### CI/CD, Testing, Build Tools, and Platforms

Vite, Webpack, ESLint, Prettier, Biome, Playwright, Cypress, Jest, Netlify, Vercel, bash, git, npm, yarn, pnpm, GitHub Actions, Docker

# **EXPERIENCE**

#### Frontend Engineer, HPE Hybrid Cloud & Office of the CTO

Remote, April 2022 – present

- Leading development, documentation, and advocacy for cross-business adoption of key
  post-authentication components written in TypeScript and HTML5 custom elements to improve
  cross-platform navigation for end users and development experience for HPE service teams
- Enhanced Webpack and http-proxy-middleware configurations, CI/CD pipelines, and authorization logic to enable the deployment of React applications to cloud and on-premise server environments
- Led the development of a redesigned HPE GreenLake dashboard application using React and styled-components, improving products and workflow visibility, loading times, and accessibility

# Full-Stack Engineer, HPE Nimble Storage

Remote, Aug. 2021 - April 2022

- Prototyped diagnostics software with TypeScript, React, and .NET as part of a greenfield effort to improve performance, maintainability, and accessibility of internal tools for support engineers
- Lead UX research within the support engineering organization, conducting internal user interviews and improving feedback between our team and support engineers using our software
- Maintained hardware diagnostics tools built in Sinatra and Vue, enabling support engineers to continue monitoring flash storage array servers, guaranteeing six nines (99.9999%) of uptime

## Full-Stack Engineer, Letterhead.ai

Remote, May 2020 – Aug. 2021

- Designed, prototyped, and developed new features for a newsletter publication suite with Nuxt.js, PHP, and Ruby on Rails, significantly reducing publishers' time from first draft to publication
- Introduced several features, including in-app image editing, ad collateral content review, and self-service ad placement, improving session duration by reducing users' dependence on other applications and tools
- Collaborated with support teams and actively participated in user interviews to mine insights from user feedback and identify workflows and features in need of additional attention and improvement

## **Full-Stack Engineer, Tenet Partners**

Remote, Aug. 2019 - May 2020

- Consulted on new projects, participated in conversations, and identified challenges and solutions to custom needs for new brand management system deployments
- Prototyped a new development environment for an in-house white-label brand management solution with Jamstack tools such as React, SCSS, and TypeScript, significantly improving developer experience, build times, and performance over its legacy predecessor
- Maintained application deployments using legacy architectures built in C#, .NET, and JavaScript through regular updates to improve stability and uptime while introducing new features

## **Frontend Engineer, Perficient**

Remote, Aug. 2018 - Aug. 2019

- Developed component libraries for Sitecore deployments using React, Vue.js, and TypeScript, enabling marketing staff to deploy landing pages and content to large-scale marketing deployments without technical intervention and reducing time to production
- Consulted for clients as a front-end subject matter expert, identifying unforeseen issues and offering realistic, efficient solutions to critical tasks

#### **Full-Stack Engineer, Tenet Partners**

Remote, June 2016 - Aug. 2018

- Developed and maintained a white-label brand management system built in .NET Web Forms with C# and JavaScript, providing regular updates and bug fixes
- Collaborated with client stakeholders and account executives to improve user productivity through the digital transformation of pen-and-paper procedures, saving users hours per day
- Translated Photoshop mocks into responsive marketing websites built using Gatsby and Jekyll while supporting clients with timely content updates, increasing retention, and user feedback

# <u>COMMUNITY ENGAGEMENT AND SPEAKING</u>

#### VueConf.US 2025, Full-Circle: a time traveler's perspective on Vue

Full-length talk about migrating to modern Vue.js and its ancillary libraries presented to 150+ attendees

## Leet Heat, Code.TV (Season 1, Episode 10)

Competed on the web development-centric game show combining web trivia with spicy bites on the CodeTV Youtube channel (yes, I won.)

#### Global Vue Meetup - Charles Villard & Simone Cuomo

An expanded version of my talk, "On the Ramp Up to Vue", presented to an international audience

#### **VueConf.US 2019, On the Ramp Up to Vue**

Presented a lightning talk about my experience learning Vue.js at VueConf.US in front of 200 attendees

#### Frontend Miami, Co-Organizer and Moderator

Former co-organizer and moderator of a local frontend development Slack community, based in Miami, FL

# **EDUCATION**

Associate of Arts, Mass Communications, Miami Dade College

May 2008

# **PERSONAL LIFE & INTERESTS**

I'm a husband, father, and serial hobbyist. Most recently my interests include cooking, TTRPGs, and martial arts. In my downtime, I enjoy movies, museums, parks, video games, reading, and drawing.