

Charles Young

Profile

Software Engineer with experience in prototyping, structuring, developing, and optimizing high-performance web experiences. Early adopter of new web frameworks, analytics, and SEO technologies to draw higher traffic and increase user retention. Currently a junior in Software Engineering and seeking an internship for summer 2020.

Education

Bachelor's Degree in Software Engineering | Iowa State University

- Expected Graduation - May 2021

Skills

- Fluent in HTML, SCSS/SASS/CSS, and JavaScript
- Proficient in React, React Native, Node.js, Java, C/C++, and SQL
- Acute understanding of responsive design, search engine optimization, and website performance and speed optimization
- Experienced with version control systems such as Git and build tools such as Webpack and Grunt
- Design mockup tools including Illustrator, Photoshop, Sketch, and Figma
- Proficient in Linux, macOS, Windows, iOS, and Android environments
- Experience with Raspberry Pi, Arduino, and Digispark development boards

Experience and Leadership

Vail Systems – Summer Intern (React, Rails, Go, Kubernetes, Figma, Jira)

- At Vail Systems, our team created an application to allow both engineers and customers to create email and SMS notifications from their application metrics. During the internship, I created the React UI, connected the UI to the backend Rails API, and integrated the UI/UX team's design to create a contemporary platform for managing application alerts.

CYoung.design - Freelance Web Developer (Parcel, React, Vue.js)

- Launched 4 high-performance web experiences for businesses nationwide.
- Used the latest web technologies to achieve over 90/100 on Google Page Speed Index.
- Projects managed with Cloudflare for optimal security and speed.
- Built component-based code for easy readability and scalability.
- Handcrafted website mockups for clients to provide them a pixel-perfect product visualization.
- Engaged customers in one-on-one reviews to ensure all expectations were not only met but exceeded.

Teaching Assistant – Computer Engineering 185 (C)

- Worked as a TA as a Freshman for 10 hours a week in addition to 16 hours of credits.
- Worked with 90 students in labs and office hours to help them support programming problems in C.
- Graded labs, homework, quizzes, and major exams throughout the year.

Head Software Developer for FIRST Robotics - Peoria Notre Dame Robotics Team (C++)

- Managed a new GitHub organization account for our team for improved version control management which also allowed for better distribution of credit for contributions to the code repositories.
- Led one-on-one coding sessions for new members twice a week to encourage participation and improve clarity.
- Coded the first omnidirectional drive logic for our team and OpenCV logic for the 2017 FIRST competition game.
- Gained sponsorship for our team via student outreach events.
- Worked on ALICE v2, a social assisting robot to allow special needs children to better communicate with others. The upgrades allowed for a pass-through voice communication conduit to a counselor, by equipping her with a new UI and progressive web app to control the robot along with a Node.js backend.

Team Lead for Spotlight – Startup from CyStarters (React Native)

- Retained as the lead developer on the innovative cross-platform app for the CyStarter-funded startup Spotlight.
- Rapidly interpreted software specifications and created novel solutions for page mock-ups in sketch and interactive demos with React Native and Expo.