

Charles Hetterich

chetterich.com

SUMMARY

Over 3 years of professional software development and product design experience. Experience overseeing & guiding the development of software products. Focused on finding repeatable, scalable solutions. Microservice and product ownership oriented. Effective full stack engineer responsible for handling design, software architecture, & big data.

HOBBIES

Climbing, Oil Painting, Piano, Exercising, Traveling, Hiking, Podcasting, Digital Art, Music Composition

EXPERIENCE

2021 - Present
Buffalo

E SOURCE | Software Engineer

Java Python AWS Cassandra

- Design effective Cassandra query patterns to support Data Science analyses
- Create CI/CD pipelines to handle test coverage and deploying packages/services
- Develop & orchestrate multiple microservices across many AWS technologies
- Manage & optimize complex data pipelines

2019 - 2021
Buffalo

TABLE DATE | Founder & App Developer

Node TypeScript React AWS

- Delivered product presentations at pitching competitions to local VC's
- Built and created thorough testing suite for scalable Node JS, GraphQL, API server
- Designed & built React Native app to interact with backend API
- Organized short & long term flexible plans for software development, funding, business partner acquisition, initial launch, & further marketing goals

2019 - 2021
Remote

FREELANCE | Project Manager & Full Stack Developer

Swift Node

- Organized & executed plans with clients to create apps they had conceptualized
- Configured AWS environment (EC2 Servers, RDS Databases, & S3 Cloud Storage)
- Managed, refactored, & scaled backend codebase as project complexity increased
- Reviewed & selected among several potential teams to build product

2018 - 2019
Buffalo

MBMS | Software Engineer Intern

C# SQL JavaScript

- Created a production ready application that is used with other MBMS products
- Developed integration testing system that automatically steps through UI
- Responsible for creating & maintaining technical documentation

EDUCATION

BACHELORS OF SCIENCE

University at Buffalo

2020 | 3.6 GPA

Major in **Computer Science**

Minor in **Mathematics**

SKILLS

Python Golang TypeScript
Swift Java SQL/CQL
JavaScript C++ C#
Docker Software Architecture
React/React Native Cassandra
Kubernetes Product Design
Figma AWS