

# CHARLES BOUDOUSQUIE

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<https://github.com/charlesboudousquie/Portfolio>

C++ Software developer with 3 years of professional experience.

## RELEVANT SKILLS

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- C++ (professional)
- Python (prior experience)
- OpenGL
- Linux
- Windows
- Pybind11
- Apache Thrift (prior experience)

## TOOLS

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- Unity (prior experience)
- Unreal Engine 4 (prior experience)
- Git
- Mercurial
- VS Code
- Visual Studio

## EXPERIENCE

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**Meta, Seattle, WA**

April 2022 – April 2024

*Software Developer*

- Reduced build times of multiple projects including one that was reduced from 8 minutes to 1 minute.
- Developed interfaces allowing our Python and C++ developers to work together using Pybind11.
- Wrote fast C++ Apache Thrift serialization to double the speed of our data processing.

**Cornered Rat Software, Seattle, WA**

September 2021 – April 2022

*Software Developer*

- Identified, diagnosed and fixed various C++ bugs in the video game World War 2 Online enhancing gameplay stability and performance.
- Fixed various UI bugs and features in XML.

## EDUCATION

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Digipen Institute of Technology, Redmond, WA

September 2016 – April 2021

*B.S. in Computer Science*

- Completed C++ coursework in Graphics programming, AI pathing, and working in large teams to develop video games programmed from scratch.

## PROJECTS

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- Personal Project: Full flight 3D Octree navigation (pathfinding through an octree)
- 3D Editor: Created a full fledged custom 3D game editor using C++ (essentially recreating unity from pure scratch for our game designers)
- Behavior Tree System: Implemented memory efficient behavior tree system in C++ for AI in my team's game project (based on behavior tree system used for Halo 2's AI).