

# CHARLES BOUDOUSQUIE

Bellevue, WA • 425-429-5260 • [charlesboudousquie@gmail.com](mailto:charlesboudousquie@gmail.com) • [LinkedIn](#)  
C++ Software developer with 3+ years of professional experience.

## RELEVANT SKILLS AND TOOLS

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- **Programming Languages:** C++, Python
- **Technologies:** OpenGL, Linux, Windows, Pybind11, Apache Thrift
- **Game Development:** Unity, Unreal Engine 4
- **Version Control:** Git, Mercurial
- **Development Environments:** VS Code, Visual Studio

## EXPERIENCE

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**Meta**, Seattle, WA

Apr. 2022 – Apr. 2024

*Software Developer*

- Optimized build processes for multiple projects, achieving a reduction in build times by up to 87.5%, including a significant improvement from 8 minutes to just 1 minute on a major project.
- Developed interfaces using Pybind11, enabling seamless collaboration between Python and C++ developers.
- Implemented fast C++ Apache Thrift serialization, doubling the speed of our data processing.

**Cornered Rat Software**, Seattle, WA

Sept. 2021 – Apr. 2022

*Software Developer*

- Fixed game breaking C++ bugs in the video game World War 2 Online enhancing gameplay stability and backend performance.
- Fixed various UI bugs and features in Javascript.

## EDUCATION

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Digipen Institute of Technology, Redmond, WA

Sept. 2024 - Present

M.S. in Computer Science

Digipen Institute of Technology, Redmond, WA

Sept. 2016 – Apr. 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).