CHARLES BOUDOUSQUIE

Bellevue, WA • 425-429-5260 • charlesboudousquie@gmail.com • LinkedIn
C++ Software developer with 3+ years of professional experience.

RELEVANT SKILLS AND TOOLS

- **Programming Languages**: C++, Python, Javascript
- **Technologies**: OpenGL, Linux, Windows, Pybind11, D3.js
- **Game Development**: Unity, Unreal Engine 5
- **Version Control**: Git
- **Development Environments**: VS Code, Visual Studio

EXPERIENCE

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.

Meta, Bellevue, WA   Jun. 2025 – Present
Software Developer
- Fixed data pipelines for computer vision SLAM.

EDUCATION

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

- 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).