

CHARLES BOUDOUSQUIE

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

RELEVANT SKILLS AND TOOLS

- **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

Meta, Seattle, WA

April 2022 – April 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

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

Digipen Institute of Technology, Redmond, WA

September 2024 - Present

M.S. in Computer Science

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

- **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).