**Charles Boudousquie**

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<https://www.linkedin.com/in/charles-boudousquie>

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) |
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**TOOLS**

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

**EXPERIENCE**

**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**

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).