Charles Bassett

Software Developer

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Technical Skills -

Overview

Aaile **Bootstrap** Teamwork SQL Server Laravel Nginx React Linux **Angular** Git

Programming

Rust • PHP

JavaScript • C# • SQL

Python • LETEX

Education -

2019 MS, Information Technology

Focus: Software Development Minnesota State University

2018 BS, Information Technology

Minor: Mathematics

Minnesota State University

Experience

May 2019

- Aug 2018 Developer Team lead
 - Delegated work and tasks within the IT team Reviewed tasks to meet compliance standards
 - Trained and mentored team members to provide guidance
 - Organized regular meetings and trainings for team members
 - · Worked alongside other departments to achieve company goals

Apr 2016 -Aug 2018

Developer

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- Participated in coding and debugging applications
- Created clean code for functioning applications
- Used new technologies to manage legacy code
- · Worked side-by-side with frontend developers and other team members
- Gathered and implemented design requirements
- Worked directly with clients throughout the project lifecycle

Projects



SAFEHR - Student EMR System

· An EHR system, made for the Minnesota State University, to train nursing students through their degree program



UMC — Training Platform

· An employee training platform made for the Ultra Machining Company to train managerial staff



drive - Personal Cloud Storage

- This project is meant to provide self-hosted storage of files at a remote location, rather than relying on a 3rd party. It allows creating, updating, and deleting files within a folder structure.
- Feaures public file sharing and video streaming
- Written in Rust, the project utilizes Nginx, Rocket, and an AWShosted PostgreSOL Database.



tasker - Task Automation

GitHub

- A tool made to perform configured tasks automatically.
- Originally intended as a learning experience, this project is now a tool that provides simple task automation. The project can be made to perform scripts triggered by a timer, intervals, or disk changes.



Personal Integration Service

- This project creates a connection between numerous devices, allowing them to communicate directly without creating a direct connection between them. It is targeted towards devices within a small range of each other, such as within a house or apartment.
- Features Basic and Token authentication with the WebSocket server and an administrative portal.
- It is written in Rust with PostgreSQL, using WS-RS as the Websocket interface, Rocket for the web interface, Diesel as the ORM, and Tera for the templating engine.

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