

CHARLES HEBERT

Software Engineer

UK/US citizen

Mobile +1 (720) 936 1329

My code github.com/chooie

Email charles.hebert@incremental-it.com

Website incremental-it.com

Overcoming challenges with well-crafted solutions built on 5+ years of professional software development.

EXPERIENCE

Incremental IT

July 2018 – Current

Software engineer contractor

- Using Node.js, PostgreSQL, and Heroku (my preferred hosting platform), I develop web applications for my clients' businesses.

SpotX

September 2016 – July 2018

Software engineer

- Helped develop two mobile SDKs that serve millions of ads on Android and iOS apps per day.
- Improved product quality and developer feedback by introducing a number of tools and practices, including:
- Reproducible builds, continuous integration (with *Jenkins*), specification by example, and containerization (with *Docker* and *OpenShift*).
- Developed test suites that would run after every deploy to staging, preventing many defects from entering production.

Cambium Consulting

September 2017 – March 2018

Software engineer contractor

- Frontend and backend development on a new underwriting platform in Clojure and ClojureScript. The system analyzes bank statements to assess the risk of a business loan.
- Improved the feedback loop by introducing a CircleCI pipeline.
- Increased release safety and confidence by creating a production-like staging environment.

Trilogy Education – Denver University

March 2017 – October 2017

Assistant instructor

- Partnered with Denver University to help teach a part-time course on full-stack web development.
- Taught and mentored over 60 students in fundamental programming practice and the use of emerging tools in the frontend and backend (Node.js) ecosystems.

Good Travel Software

Summer 2015

Software developer intern

- Wrote an Angular client to support visualisations for a predictive analytics platform.
- Allows car-sharing companies to more effectively manage their fleets by tracking the supply and demand of vehicles.

MIAC Acadametrics Ltd

Summer 2014

Software developer intern

- Empowered MIAC and its clients to exchange files more quickly and securely than the existing FTP approach by building a web-based, file-exchange application.

Hard Medium Soft Ltd

Summer 2013

Software developer intern

- Completed a contract to redevelop an accounting platform.
- Reduced the existing codebase by hundreds of lines of code, modularised many of the existing features, and remade the UI. This resulted in a codebase that was easier to work with and a finished product with an improved user experience.

EDUCATION

Trinity College Dublin, The University of Ireland

2012 – 2016

BA (Mod) in Computer Science and Business - 2:1 (GPA 3.33-3.67)

scss.tcd.ie/undergraduate/computer-science-business

SKILLS

Proficient in

JavaScript, ClojureScript, HTML, CSS, HTTP, JSON, XML, Node.js, Clojure, SQL, Bash Scripting, Git, Jenkins, Docker

Familiar with

Java, PHP, NoSQL, LaTeX, Agile (Scrum, Lean & XP), Ansible, Open-Shift

PROJECTS

Note: The demos may take more than a moment to load the first time (free hosting).

HTML5 game

Autumn 2018

github.com/chooie/incremental_it — [Demonstration](#)

- A minimal top-down shooter that works across mobile, tablet, and desktop.
- Learnt about responsiveness, optimization, and making a game in a browser environment.

Node.js HTML template engine

Summer 2018

github.com/chooie/js_to_html — [Demonstration](#)

- Simpler and more powerful, in my opinion, to other template languages that force a new paradigm or special syntax on you.
- All the benefits of a template language, without leaving the toolset provided by JavaScript.

Application templates for testing

Summer 2018

github.com/chooie/test-driven-clj-cljs — [Demonstration](#)

github.com/chooie/automatopia-nodejs — [Demonstration](#)

- Learnt about testing at the unit, integration, and end-to-end level in the Clojure and Node.js ecosystems.
- Explored testing CSS, an uncommon practice.

Maze solver

Summer 2016

github.com/chooie/maze-solver

- Developed my understanding of functional programming and the Clojure environment by creating an application to solve mazes.
- A user can pass in an unsolved maze - the program will then permute paths through the maze until it finds the optimal solution.

Clock.js

Spring 2015

github.com/chooie/clock.js — [Demonstration](#)

- Improved my understanding of drawing graphics in a web browser by creating a library that draws simple analog clocks and updates them in real-time.