CHARLES HEBERT

Software engineer
UK/US citizen

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

EXPERIENCE

Incremental IT   July 2018 - Current

Software engineer contractor

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

SpotX   September 2016 - July 2018

Software engineer

- Worked with the mobile SDK and publisher tools teams
- Helped create the next iteration of SpotX's SDK offering that serves millions of advertisement impressions daily for integrated publishers
- 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)
- Increased developer confidence in making changes and deploying code to production by building out a comprehensive test suite as part of the build pipeline

Cambium Consulting - Incremental IT   September 2017 - March 2018

Software engineer contractor

- Did frontend and backend work on a new underwriting platform. It analyses bank statements to assist in identifying a business' loan risk
- Wrote a number of features and tests in Clojure and ClojureScript
- 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
- The application provides an interface for car-sharing companies to more accurately and intuitively track user demand and car supply, enabling them to more effectively manage their fleet 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

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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, OpenShift

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PROJECTS

Note: I use Heroku's free hosting service so some demo links may take more than a moment to load the first time.

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