

Charlie Hebert

Software Engineer

US/UK Citizen

Mobile +1 (720) 936-1329

Github github.com/chooie

Email charlie.hebert92@gmail.com

LinkedIn linkedin.com/in/hebertc

I seek opportunities working on impactful products. I aim to work with teams that are value-focused, exemplars of technical excellence in practice, and industry leaders.

Experience

SpotX

Software Engineer

September 2016 - Current

Member of a team creating native mobile client software development kits (SDKs) to allow publishers to serve video advertisements within their applications.

Helped create the next iteration of SpotX's SDK offering that serves millions of advertisement impressions daily.

Improved product quality and developer feedback by introducing a number of tools and practices. These include *the reproducible build*, *continuous integration* (with Jenkins), and *specification by example*.

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

Contractor

September 2017 - Current

Worked with a team creating a greenfield underwriting platform to analyse bank statements and extract data to assist in identifying a business' loan risk potential.

Improved the feedback loop by introducing a CircleCI pipeline, in addition to fleshing out the testing infrastructure across the Clojure/ClojureScript stack.

Increased release safety and confidence by creating a staging environment in Heroku for the purpose of exploratory testing a production-like environment before release.

Trilogy Education - Denver University

Assistant Instructor

March 2017 - October 2017

Partnered with Denver University to assist in teaching 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 (NodeJS) ecosystems.

Good Travel Software

Software Developer Intern

Summer 2015

Led to completion the construction of the front-end of a predictive analytics platform. This improved the firm's product offering with a web application that offers intuitive visualizations and mappings of hundreds of thousands of data points in multiple languages.

The application provides an interface for clients to more accurately and intuitively track user demand and car supply, enabling them to more effectively manage their fleet of vehicles.

MIAC Acadametrics Ltd

Intern

Summer 2014

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

Hard Medium Soft Ltd

Intern

Summer 2013

Completed a contract to redevelop an accounting platform. I 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

Course BA (Mod) in Computer Science and Business - *Second-class honours, upper division (GPA 3.33-3.67)*

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

Skills

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

Familiar with Ansible, PHP, NoSQL, LaTeX, Agile (Scrum, Lean & XP)

Projects

Application Templates for Testing

github.com/chooie/test-driven-clj-cljs - *Demonstration*

github.com/chooie/automatopia-nodejs - *Demonstration*

2018

Learnt about testing at the unit, integration, and end-to-end level in the Clojure and NodeJS ecosystems. Evaluated some ground-breaking work on testing CSS programmatically.

Tic-Tac-Toe Three-by-Three

github.com/chooie/tic-tac-toe-three-by-three - *Demonstration*

Spring 2017

Learnt the React framework by using it to make a simple game.

Maze Solver

github.com/chooie/maze-solver

Summer 2016

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

github.com/chooie/clock.js - *Demonstration*

Spring 2015

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.