

# CHARLES HEBERT

Software engineer

UK/US citizen

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**Website** [incremental-it.com](https://incremental-it.com)

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.

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## EXPERIENCE

### Incremental IT

July 2018 - Current

*Software engineer contractor*

- I provide technical solutions to on-demand business problems. Specializing in web technologies and Node.js, PostgreSQL, and Heroku (my preferred hosting platform), I develop products for my clients' businesses.
- I work on corporate websites, dynamic web applications, and data APIs. My products are responsive on all the popular web browsers and they serve users on desktops, laptops, mobile devices, and tablets.

### SpotX

September 2016 - July 2018

*Software engineer*

- 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

September 2017 - March 2018

*Software engineer contractor*

- 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**

March 2017 - October 2017

### *Assistant instructor*

- 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 (Node.js) ecosystems.

## **Good Travel Software**

Summer 2015

### *Software developer intern*

- 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 visualisations 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**

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 greenfield, web-based, file-exchange application.

## **Hard Medium Soft Ltd**

Summer 2013

### *Software developer intern*

- 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.

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## **EDUCATION**

### **Trinity College Dublin, The University of Ireland**

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

[scss.tcd.ie/undergraduate/computer-science-business](https://scss.tcd.ie/undergraduate/computer-science-business)

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## 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)

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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.

### Application Templates for Testing

Summer 2018

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

[github.com/chooie/automatopia-nodejs](https://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. Evaluated some ground-breaking work on testing CSS programmatically.

### Tic-Tac-Toe Three-by-Three

Spring 2017

[github.com/chooie/tic-tac-toe-three-by-three](https://github.com/chooie/tic-tac-toe-three-by-three) - [Demonstration](#)

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

### Maze Solver

Summer 2016

[github.com/chooie/maze-solver](https://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](https://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.