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Charlie Hebert

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Info

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Education

Trinity College Dublin

Course BA (Mod) in Computer Science and Business - 2:1

Coursework object-oriented & functional programming, algorithms & data structures, databases, web development, distributed systems, computer vision & graphics, telecommunications, human factors, accounting, entrepreneurship.

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

Skills

Full-stack web development

Proficient in JavaScript, Node, Clojure, ClojureScript, HTML, CSS(SASS)

Familiar with Java, C, C++, Haskell, PHP(with Laravel), SQL (with MySQL), NoSQL (with MongoDB), XML, JSON, UML

Tools Version Control (Git), Emacs (Editor & IDE), JetBrains IDEs, iTerm (Shell)

Experience

Good Travel Software

Software Developer Intern

Summer 2015

Led a two-man intern team in building the front-end of a predicti analytics application. Reported directly to the CEO and CSO. Daily tasks included programming, establishing and assigning tasks, reporting project progress and gathering requirements.

MIAC ACADAMETRICS Ltd

Intern

Summer 2014

Full-stack web development position. Tasked with developing a web-based file-exchange application for MIAC and its clients. I was responsible for all stages of development including planning, coding, testing, documentation and deployment. The application is now in production and used by MIACs employees and clients. I was the sole developer for the project.

HardMediumSoft Ltd

Intern

Summer 2013

Redeveloped a legacy farm management/accounting application using MS Access 2013. Refactored much of the original code, improved efficiency, and contributed in the design and business logic of the application.

Projects

Currency Suite

store.office.com/currency-suite-WA104379357.aspx?assetid=WA104379357

Spring 2015

An app for handling currency conversion in Microsoft Excel. I was responsible for much of the front-end and back-end work. In addition, I was the Project Manager for the team.

Clock.js

github.com/chooie/clock.js - chooie.github.io/clock.js

Spring 2015

A JavaScript library that simplifies the process of drawing a variety of clocks onto a canvas element. This is a side project that I used as an opportunity to improve my understanding of JavaScript.