Charlie Robinson

New York, NY 10022 | 914-400-3175 | cr646531@gmail.com

https://github.com/cr646531 | https://linkedin.com/in/cr646531

Technical Skills

Proficient: JavaScript, Node.js, Express, React, Redux, PostgreSQL, Sequelize, Webpack, HTML, CSS, Excel
Knowledgeable: Java, Python, Git, Linux, Mocha, Chai
Some Experience: C, jQuery, SQL, Unix, x86

Projects

JavaScript Breaker | Creator | December 2019 – February 2020| https://javascript-breaker.herokuapp.com/

A new twist on the classic Brick Breaker game that uses JavaScript to manipulate the HTML Canvas.
- Created the graphics using photo editing software and designed the layout with HTML
- Programmed the physics of the entities and the logic of the power-ups using JavaScript
- Introduced Webpack to bundle the modules and pass them as a script to the HTML document

ReactJack | Creator | November 2019 – January 2020 | https://reactjack.herokuapp.com

A Blackjack game with familiar styling, card animations, and sound effects that give the user an authentic casino experience from within the web browser.
- Built the back-end using Node.js and Express with a Postgres Database
- Designed the layout of the front-end using React components styled with Bootstrap
- Maintained a centralized application state using a Redux store

Escape ARoom | Full Stack Developer | November 2018 – December 2018 | https://escape-ar.herokuapp.com

An augmented reality mobile game in which players solve a series of puzzles using clues presented as computer-generated objects in place of real-world markers.
- Designated the server-side routes using Node.js and Express
- Constructed and styled the client-side components using React
- Established and managed branch-based workflow among teammates using GitHub

Work Experience

Global Systems Integrators | Project Manager | May 2015 – October 2018
- Worked with engineers to deliver customized solutions for residential and commercial systems in the fields of security and home automation. Responsible for monitoring overall project plans
- Interfaced with customers and vendors, tracked resources and financials, coordinated work with engineers and technicians, and provided ongoing technical support

Education

Fullstack Academy | Student in Flex Immersive Program | June 2018 – December 2018
- Graduated from the part-time flex immersive software development program

University at Albany, SUNY | B.S. in Computer Science | September 2009 – December 2013
- Worked intensively with Java and C to practice object-oriented and systems programming
- Learned the basics of advanced concepts covering Unix Commands and Unix shell scripting
- Touched on the programming aspects of operating systems using Linux