

Charlie Billadeau

Frontend Software Engineer

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Skills

Languages

JavaScript (ES6+), TypeScript, HTML & CSS, Ruby, Golang, SQL, GraphQL

Tools & Software

Git, Github, Bitbucket, Expo, Storybook, PostgreSQL, Datadog, Grafana, MongoDB, MySQL, Webpack, WordPress, Drupal

Libraries & Frameworks

React, React Native, Jest, React Testing Library, Gatsby, Redux, jQuery, Node.js, Express, Tailwind CSS, styled components, Motion

Design & Development

Figma, JIRA, Integration Testing, Agile Development, Quality Assurance, Technical Writing, Adobe Suite

Professional Experience

Associate Frontend Software Engineer @ ReviewTrackers

June 2022 – present | Minneapolis, MN

- Engineers performant, accessible, and intuitive frontend experiences for an industry-leading review management SaaS startup with thousands of users
- Spearheads the development of large-scale features from Figma designs to pixel-perfect, reusable components by leveraging JavaScript, React, CSS-in-JS, Node.js, and Storybook
- Performs regular library upgrades and maintenance, reducing the number of security vulnerabilities and ensuring long-term compatibility; successfully reduced the bundle size of an integral frontend library by 97%, leading to faster app build times
- Contributes cross-functionally across the stack to ensure seamless integration of frontend components with backend microservices, internal RESTful APIs, and PostgreSQL databases written in Ruby, Golang, and SQL, while efficiently consuming multiple streams of data to deliver responsive and dynamic user experiences
- Enforces high testing standards by creating unit tests with Jest and React Testing Library, as well as integration tests built with Ruby and Capybara, SitePrism, and Selenium, delivered through a CI/CD pipeline
- Optimized several team-owned integration tests, reducing run times by 15-25% per test, resulting in faster deployment times

Web Developer @ Minnesota Timberwolves & Lynx

April 2021 – June 2022 | Minneapolis, MN

- Designed and built innovative, mobile-first applications and websites to drive fan engagement and ticket sales with JavaScript, React, Gatsby, and Node.js, and RESTful APIs
- Managed and maintained company Github & Bitbucket repositories and databases as the sole developer
- Executed a full team site migration from Drupal to WordPress while upgrading legacy code to modern standards
- Initiated the launch of the 2021-22 Timberwolves City Edition website for the NBA's 75th anniversary, generating \$162k annual company revenue and a 77% increase in campaign sales from 2020
- Developed a solution enabling internal sites to seamlessly integrate Airtable as a database through its API, empowering sales and marketing teams to update statistics and data on the fly using Airtable's spreadsheet-database features

Teacher @ The Blake School

2015 – 2021 | Hopkins, MN

- Leveraged inter-generational communication skills to effectively collaborate with colleagues, fostering individual student enrichment, enhancing play-based learning strategies, and cultivating a diverse sense of community

Content Intern @ CharacTour

2014 – 2014 | Chicago, IL

- Composed, edited, and designed character profiles for the launch of an internet startup with over 350k current users
- Advocated for a development shift to the website's quiz features, resulting in a 169% increase in registered users after release

Quality Assurance Tester @ Activision

2012 – 2013 | Eden Prairie, MN

- Tested over 15 game titles for both functional and technical requirements in a SCRUM development cycle
- Utilized JIRA software to write over 1,000 issue reports on bugs found in software using formal, technical language
- Exceeded daily bug targets as a top tester, promoted to technical projects, and guided team members in a leadership role

Portfolio

MN Timberwolves City Edition Website

Interactive web application designed with Figma and built with React and the NBA's API to promote the launch of the 2021-22 Timberwolves City Edition jerseys for the NBA's 75th anniversary.

New Horizons Mobile App

iOS mobile app for the Animal Crossing: New Horizons video game, built with React Native on the Expo SDK, published to the iOS app store in May 2020. Features time-based event push notifications and custom search filters.

Education

2011 – 2015 | Williamstown, MA

Williams College

Bachelor of Arts

Dean's List: 2013, 2014

Senior Honor's Thesis