Charlie Billadeau

Front-End Software Developer

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○ github.com/crbilladeau charlie–

in billadeau–033/

Skills

Languages
JavaScript (ES6+), HTML5, CSS3, GraphQL

Libraries & Frameworks
React, React Native, Gatsby, Redux, jQuery, Tailwind CSS, styled components, Framer Motion

Tools & Backend
Git, Github, Bitbucket, Node.js, Express, Netlify, Heroku, Firebase, WordPress, Drupal, MongoDB, Webpack, MySQL

Design & Development
Figma, JIRA, Photoshop, InDesign, Agile Development, Quality Assurance, Technical Writing

Professional Experience

Web Developer @ Minnesota Timberwolves & Lynx ⧉   April 2021 – present | Minneapolis, MN

- Builds responsive, performant applications and websites to drive fan engagement utilizing HTML, CSS, JavaScript, RESTful APIs, React, Gatsby, and Node.js
- Collaborates with marketing and sales teams to engineer data-driven solutions leveraging Marketo and Google Analytics
- Manages and maintains company Github & Bitbucket repositories and code base
- Executed a full team site migration from Drupal to WordPress CMS while upgrading legacy code to modern standards
- Spearheaded the launch of the Timberwolves City Edition microsite for the NBA's 75th anniversary as the sole developer, generating $162k total revenue and a 77% increase in campaign sales from 2020

Teacher @ The Blake School ⧉   2015 – 2021 | Hopkins, MN

- Assisted lead teachers with classroom activities, student development, and individual enrichment
- Promoted to lead teacher in 2020 and accepted lead responsibilities during a challenging COVID-19 environment

Content Intern @ CharacTour ⧉   2014 – 2014 | Chicago, IL

- Influenced the launch of an internet startup with over 350k current users
- Composed, edited, and designed character profiles featured on the site
- Performed manual testing on website features and website design to help solidify brand direction
- Advocated for development shift to the website's quiz features, resulting in a 169% increase in registered users

Quality Assurance Tester @ Activision ⧉   2012 – 2013 | Eden Prairie, MN

- Tested over 15 game software titles for both functional and technical requirements in an agile 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 new projects, and guided other team members in a leadership role

Portfolio

MN Timberwolves City Edition Microsite ⧉

Interactive React web application designed and built to promote the 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 *Political Science & History*

GPA: 3.6

Dean's List: 2013, 2014 Senior Honor's Thesis