

Charlie Billadeau

charliebilladeau.dev

github.com/crbilladeau charlie-

in billadeau-033/

Front-End Software Developer

✉ charlie.billadeau@gmail.com

☎ 952-818-4730

Skills

Languages

JavaScript (ES6+), HTML5, CSS3, GraphQL

Tools & Backend

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

Libraries & Frameworks

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

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