



CHARLIE BILLADEAU

FRONTEND DEVELOPER

crbilladeau.github.io/portfolio

 github.com/crbilladeau

/ CONTACT DETAILS

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>> 952-818-4730

/ PROFILE

I am self-taught Frontend Web & iOS Developer specializing in JavaScript and React. I have 3 years of web development experience and a life-long passion for learning the latest technologies, creating unique user experiences, and pushing commits to Github. Please let my portfolio website speak for itself: crbilladeau.github.io/portfolio

/ PORTFOLIO EXPERIENCE

>> New Horizons Companion App

- An iOS app released to the iOS Store in May 2020; made for the *Animal Crossing: New Horizons* game
- 25,000 lines of code built on the Expo SDK and written in React Native with Hooks & reusable components
- Created uniquely designed pop-out modals displaying information on game characters
- Wrote custom search filters using the lodash library to manage array filtering through lists by properties
- Developed both tab & stack navigation controls to categorize and display lists of general game information
- Implemented time-based mobile push notifications to notify users of in-game events

>> Static Electronics E-Commerce Website

- A full stack e-commerce website mock-up for a fake used electronics retailer
- Frontend built with React and NextJS for quick reloading based on component state changes
- Backend built with Apollo, Prisma database, and GraphQL to manage creating, editing, and deleting item queries and mutations

>> Watcher

- A React-based application mock-up for a movie-streaming service, styled with styled components
- Searchable, responsive, and navigatable with React Router, displaying information on show pages through clicks and search results
- Fetches data from The Movie Database API using axios and updates the page using React Context and Hooks and updates recommendations through state based on the current title being viewed

/ WORK EXPERIENCE

>> Content Intern || 2014

CharacTour - Chicago, IL

- Influenced the launch of an internet start-up with 350k users
- Composed and designed profiles featured on the site
- Tested website features and advocated for development shift to the website's quiz features, resulting in a 169% increase in registered users

>> Quality Assurance Tester || 2012, 2013

Activision - Eden Prairie, MN

- Tested over 15 game software titles at AAA video game company Activision for both functional and technical requirements in an agile SCRUM development cycle
- Utilized JIRA to write over 1000 issue reports on bugs found in software using formal, technical language
- Exceeded daily bug targets as top tester, promoted to new projects, and guided other team members in a leadership role

/ SKILLS & TECHNOLOGIES

HTML5/CSS3, JavaScript, React, React Native, Redux, git, Github, npm, Node.js, Express, NextJS, Gatsby, Sanity, MongoDB, GraphQL, Apollo, Foundation, Materialize, Bootstrap

Terminal, JIRA, Webpack, Agile, SCRUM, REST APIs, Wordpress, Adobe Suite

/ EDUCATION

>> Williams College

Bachelor of Arts || 2011-2015
Political Science, History

>> Dean's List: 2013, 2014
>> Senior Honor's Thesis
>> 3.6 GPA

