Charlie Billadeau
Software Engineer

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Skills

Languages: JavaScript (ES6+), TypeScript, HTML, CSS, Ruby, SQL, Go, GraphQL
Frameworks: React, React Native, Jest, React Testing Library, Gatsby, Redux, Rspec, Tailwind CSS
Tools & Databases: Git, Node.js, Storybook, PostgreSQL, Expo, WordPress, Figma
Other: Unit and Integration Testing, iOS Mobile Development, Quality Assurance, Technical Writing

Professional Experience

Associate Software Engineer   January 2023 – present
InMoment (formerly ReviewTrackers)   Chicago, IL

- Led the development of a form enabling users to create and publish business posts directly to Google's Business APIs, used by over 30 large customer accounts.
- Spearheaded several core feature redesigns to align with new design standards, reducing user pain points and increased the paying customer base by 28% within six months.
- Executed critical Node.js and Storybook upgrades for our UI component library ensuring standardized documentation.
- Optimized several team-owned integration tests using RSpec, Ruby, and Selenium, reducing run times by 15-25% per test, resulting in 10% faster deployment times within our CI/CD pipeline.
- Took on backend responsibilities within our microservices architecture, building RESTful API endpoints and contributing to RabbitMQ-based services. Learned Ruby, Go, and SQL to support team priorities.

Junior Frontend Software Engineer   June 2022 – January 2023
ReviewTrackers (now InMoment)   Chicago, IL

- Engineered performant, accessible, and intuitive frontend experiences for an enterprise reputation management SaaS startup with over 500,000 active users.
- Developed a dashboard table to display aggregate business review photo data, leading to a 174% increase in user engagement with new and existing features.

Web Developer   April 2021 – June 2022
Minnesota Timberwolves & Lynx   Minneapolis, MN

- Led a full-site migration of over 1,000 web pages from Drupal to WordPress as the sole developer.
- Leveraged JavaScript, TypeScript, React, Gatsby, and the NBA's internal RESTful APIs to rapidly build dynamic, mobile-first websites, driving fan engagement and boosting ticket sales by 36% from the previous season.
- Designed and built the 2021-22 Timberwolves City Edition website, generating $162k in annual campaign revenue and a 77% increase in campaign sales from the previous year.
- Developed a solution using Airtable's APIs that enabled non-technical sales and marketing staff to instantly live-edit game statistics on internal company websites via Airtable spreadsheets.

Teacher   2015 – 2021
The Blake School   Hopkins, MN

Quality Assurance Tester   2012 – 2013
Activision   Eden Prairie, MN

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

Portfolio

New Horizons iOS Mobile App

iOS mobile app published to the iOS App Store in May 2020, built with React Native on the Expo SDK. Companion app for the *Animal Crossing: New Horizons* video game, featuring time-based push notifications and custom search filtering.

MN Timberwolves City Edition Website

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

Education

Williams College   2011 – 2015
Bachelor of Arts   Williamstown, MA
Accomplishments: Dean's List: 2013, 2014, Senior Honor's Thesis