


Elliott DuCharme

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ellman12 

elliott-ducharme 

Skills

Languages: C#, SQL, TypeScript, Java, C++, Python

Technologies: .NET, React, Next.js, Tailwind, NUnit, Blazor, Godot

Soft Skills: Adaptable, Innovative, Self-motivated, Tenacious

Work Experience

Software Engineer

Sioux Falls, SD

KBR

June 2023–Present

- Member of FEWS NET, which assists governments worldwide with famine prediction and preparation.
- Rewrote FEWS NET website using React, Next.js, TypeScript, and Tailwind.
- Assisted with testing before release and helped resolve issues identified during testing.
- Demonstrated proficiency in frontend development and a commitment to leveraging technology for positive societal outcomes.
- Currently working on SWIM, an internal React app for managing employees.

Software Engineer Intern

Remote

Daktronics

May 2022–May 2023

- Tested new software and hardware versions for digital signage using Azure DevOps, resolving impediments to ensure product functionality.
- Gained experience communicating issues with members of the appropriate teams when issues arose.
- Contributed to Orion, a C# web app for automating test cases years in the making.

Projects

MemoryMosaic

github.com/ellman12/MemoryMosaic

- A Blazor app for storing a lifetime of photos and videos in PostgreSQL.
- Gained extensive experience with media metadata and creating/optimizing web apps and databases.
- Libraries can scale into the millions with no performance issues.

WingTech Bot Rewrite

github.com/ellman12/WingTechBot

- Rewrote and modernized a C# Discord bot used by a community of 40+ members.
- Deployed with Docker on AWS EC2, integrating RDS for scalable, persistent storage.
- Added reaction tracking, karma, games, and inside jokes.
- Features LLM-powered AI chatbot using Google Gemini.
- Practiced test-driven development using NUnit with comprehensive unit and integration tests.

Education

Dakota State University

Madison, SD

B.S. Computer Science, Magna Cum Laude

August 2020–May 2023