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

- Integral member of the FEWS NET team, which uses data to assist 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 C# bot for private Discord server with over 40 members. Hosted on AWS EC2 with Docker.
- Implemented reaction tracking, karma, games, and additional interactive features.
- Utilized NUnit for test-driven development with extensive unit and integration tests to ensure reliability, and AWS RDS for scalable backend storage.

Education

Dakota State University   Madison, SD

B.S. Computer Science, Magna Cum Laude   August 2020–May 2023