CHARLIE SMITH

Full-Stack Engineer

www.internetcharles.com

CONTACT DETAILS:

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Charlie Smith

PERSONAL PROFILE:

I am a highly motivated full stack engineer with a passion for solving problems creatively. I love coding and working on a team.

PROFESSIONAL SKILLS:

- JavaScript
- TypeScript
- HTML/CSS5
- Node
- React
- Express
- Redux
- PostgreSQL
- AWS Serverless
- Unity/C#

- React Native
- Superagent
- TDD
- Supertest
- QUnit
- BCrypt

EMPLOYMENT HISTORY

FORECHECK -- FRONT-END DEVELOPER
Portland, OR -- 04/2021 - Present

- Built and maintained the front-end of a cybersecurity app using Typescript, React, and many other frameworks.
- Led a team of two engineers on the front-end team.
- Worked within scrum using agile methodology.

TRANSPERFECT -- WEB ENGINEER
Portland, OR -- 01/2021 - 04/2021

- Used JavaScript and internal tooling to translate websites from English to many target languages.
- Utilized Linux command lines and created custom scripts to expedite the translation process.

GIANT SCAM INDUSTRIES -- GAME PROGRAMMER
Nashville, TN -- 01/2016 - 01/2018

- Worked in Unity and C# creating elements for the game, "Chop It!".
- Created a game and released it on Steam with a team of three.

HACHIJOJIMA BOARD OF EDUCATION -- TEACHER
Hachijojima, Tokyo, Japan − 01/2018 - 01/2020

- Taught 1st through 9th grade English lessons at Mihara Elementary and Junior High School.
- Conducted private "eikaiwa" lessons and adult conversation classes at community centers on behalf of the city.

ACADEMIC BACKGROUND:

UNIVERSITY OF CALIFORNIA, DAVIS
College of Letters and Sciences

- Class of 2016 -- B.A. English

ALCHEMY CODE LAB
Full-Stack Engineering Program

- Worked with other engineers-in-training remotely to complete projects.
- Learned JavaScript, Node, React, HTML/CSS3, and PostgreSQL.
- Completed four major projects, each in a week's span.

PAST PROJECTS:

ACTUALIZE
React Native // Node.js // Express // PostgreSQL

- An affirmations/productivity app built for habit tracking.
- Implemented authentication flow with AWS for fully operable sign in/sign up.
- Built both the back-end and front-end using React Native and Node.
- Managed state with Redux to minimize API calls.

CHOP IT! (steam)
Unity // C# // Blender

- A VR rhythm karate game.
- Worked with a team of three to complete project.
- Completed entire project within one calendar year.
- Created concept and designed the game.