

CHARLTON SMITH

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Product-driven software engineer with 7+ years of experience building full-stack applications, cloud infrastructure, and intelligent systems. Passionate about creating user-first experiences powered by AI. Deeply experienced with Python, JavaScript (React), and deploying LLM-based tools using OpenAI APIs. Proven track record of iterating quickly, shipping production-ready features, and collaborating cross-functionally to drive impact.

Key Skills and Qualifications

- **Programming:** Python, Java, JavaScript (React, Node.js, Angular), SQL, NoSQL
- **AI/LMM:** OpenAI APIs (GPT-4), LLM agents with memory & tools, agentic architectures
- **Cloud & DevOps:** AWS (Lambda, ECS, EC2, Fargate, S3), Docker, CI/CD (Jenkins, GitHub Actions)
- **Software Engineering:** API development, microservices, data pipelines, distributed systems
- **Databases:** PostgreSQL, MongoDB, Redis, MySQL
- **Testing & Tools:** pytest, PyUnit, Git, Agile/Scrum, Jira

Professional Experience

AI Agent, and Blockchain Analyst, Self

December 2024 - Present

- Proactively identified promising blockchain opportunities while flagging fraudulent projects by evaluating their tech stack, website content, social presence, and GitHub activity for technical and behavioral red flags.
- Designed and deployed intelligent Twitter and Discord bots that generate context-aware responses by leveraging stored conversation history and real-time data, enhancing user engagement and automation.
- Built advanced LLM-powered systems using OpenAI's APIs (including GPT-4), creating AI agents with memory, tool usage, and agentic architectures across chatbots, multiplayer games, and productivity tools.

Senior Software Engineer, Capital One

November 2022 - November 2023

- Designed and implemented automated testing pipelines for customer email notifications using AWS services.
- Developed cloud-native microservices in Python to optimize high-volume transaction processing.
- Led roadmap planning & product ownership in an agile environment, ensuring delivery of scalable solutions.
- Mentored junior engineers through paired programming, code reviews, and best practices.

Web3 Bot Automation, Self

September 2021 - June 2022

- Created a high-performance automated bidding tool using OpenSea SDK, Redis, NoSql, Docker, and Javascript.
- Developed a competitive algorithm for thoughtful bidding on ERC 721 and ERC 1155 tokens.
- Worked with large data sets in the Ethereum network using Etherscan API, and Flashbot protocol.
- Utilized distributed systems to handle thousands of requests per minute on a local network.
- ERC 721 token (NFT) Free mint <https://cryptoheartznft.io/> deployed smart contract in Remix.

Software Engineer II, T-Mobile

June 2018 -

April 2022

- Unified documentation and critical spectrum negotiation details onto a singular platform using Hugo.
- I created a system to automate network operations using an internal web application that was used across the organization reducing workload by over 80%.
- Designed and architected a modular backend using microservice architecture with Python and Django.
- Templated different client facing front-end designs for faster deliverables and reduced redundancies.

Engineer, Slalom

November 2017 - March 2018

- Salesforce certified integration architect designer, administrator, and platform app builder.
- Worked within the cross market team to create thoughtful solutions for stakeholders.

Co-Founder & Technical Lead, OLI Fitness

January 2016 – March 2018

- Developed an integrated software system leveraging computer vision using Microsoft's Kinect C# SDK.
- Using computational algorithms on joint movement to train an A.I. to track injury causing movements.

Computer Science Instructor, Nucamp*January 2018 – May 2018*

- Taught students basics of full stack development and computer science concepts including git.

Ruby on Rails Internship, Givesafe*December 2016 – April 2017*

- Now known as Samaritan. Samaritan is a platform that empowers people without a home to move forward.

Personal Project**Game Developer, A Dawn of Heroes**

- Game developer for a persistent world built inside NeverWinter Nights: Enhanced Edition
- Working on game balance, custom mechanics, and general quality of life changes for players.
- Outside of the game working on a player page, and leaderboards using python, and React.

LLM Tools & AI Agents, Twitter & Discord Bots

- Built multi-agent LLM systems with tools, context handling, and role-based memory.
- Created real-time bots with intelligent response logic using GPT-4 APIs.

Education**Associates of Arts in Accounting, South Puget Sound Community College***December 2015***Bachelors of Science in Computer Science, University of Washington, Tacoma***June 2017***Masters of Science in Software Engineering, Colorado Technical University***February 2021***Recognition & Volunteering Experience****President, Huscii Coding at The University of Washington, Tacoma***June 2016 - June 2017*

- Lead weekly meetings for students interested in learning more about computer science.
- Encouraged students to attend local events, and hackathons.

Mentor, Expedia Coding for Kids*September 2015 - June 2017*

- One of the highlights of Huscii Coding was a weekly trip to Expedia in Bellevue to teach kids how to code.

Head Organizer, Global AI Hackathon: Seattle (<https://ai.hackathon.com/>)*June 2017***Collision Alpha Alumni, Collision Conference (<https://collisionconf.com/>)***May 2017*

- Startup competition with Oli Fitness as a competitor for mentorship & investment.

1ST Place T-Mobile Big Data Hackathon, T-Mobile*March 2017*

- Created HashMaps, a mobile app to auto hashtag generation. HashMas would analyze a picture & location to generate trending hashtags for maximum social media reach.

Finalist T-Mobile IOT Hackathon, T-Mobile*October 2016*

- Created a smart modular home security system from T-Mobile hackathon.

Tiger Launch, Oli Fitness*July 2017*

- Regional finalist at Princeton's annual collegiate startup competition.

UW Business Plan Competition, Oli Fitness*Spring 2017*

- Finalist for both UW Seattle and Tacoma annual business plan competition.

Undergrad Research, Oli Fitness*June 2017*

- Extended abstract publication on Human Factors in Computer Systems.
(<https://dl.acm.org/doi/abs/10.1145/3027063.3048429>)