

Charles Bloomberg

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EXPERIENCE

Software Engineer

Company A

June 2021 – Present, New York, NY

- Bootstrapped & led a team of 4 developers to modernize fulfillment automation using a novel human-in-the-loop approach, unlocking an 80% increase in operational scale for a 40-person team.
- Increased software development velocity by mentoring 4 developers and facilitating user interviews, leading to consistent resolution of 90% of bug reports within 24 hours.
- Built and maintained distributed systems that served 1M daily requests, coordinating with operations, business, technical, and customer teams to serve cross-functional priorities.
- Built CI/CD pipelines to lint, build, test, review, and deploy containerized applications to production <30 minutes after development with Docker, GitHub Actions, and Heroku.
- Led initiative in a team of 8 engineers to improve engineering on-call system, reducing the number of alerts per shift by 50% without dropping mission-critical information.
- Streamlined critical operational processes to achieve a 6% boost in productivity for a team of 40 operators.

Software Engineer Intern

Company B

June 2020 – June 2021, New York, NY

- Created and maintained cloud-based service endpoints with Python, Flask, & Django, increasing service uptime to 99% for an early-stage machine vision startup.
- Designed & developed intuitive UIs for internal users to train & deploy new machine learning models, decreasing manual set-up time by 90%.
- Developed embedded software for an ML-powered camera product, achieving 10X system throughput using concurrent programming.
- Generated & curated visual AI training data and tested deep learning systems to ensure 90% accuracy with <10% training data compared with competitors.

Script Programmer

Company C

June 2019 – June 2020, New York, NY

- Bootstrapped project to automate reporting while part of a team of hazardous waste management specialists, eliminating 25% of reporting labor using custom UIs and 3rd-party API calls.
- Wrote one-off scripts to automate revisions of thousands of legacy reports, cutting manual editing hours by 80%.

PROJECT

Web-Based Musical Instrument

- Prototyped and deployed a music-based web app in 2 days using React, Flask, and AWS EC2.
- Hosted the code on GitHub.

EDUCATION

Bachelor of Science in Biochemistry

Minor in Computer Science • New York University • New York, NY • 2021

SKILLS

Languages: Python, JavaScript, SQL

Frameworks: Flask, Django, Node, Web extensions

Tools: Unix, Bash, GitHub, GitHub Actions, Docker, Cloud, Heroku, CI/CD, PostgreSQL
