CHARLES MCTURLAND

*SOFTWARE ENGINEER*

# CONTACT



[cmcturland@email.com](mailto:cmcturland@email.com) (123) 456-7890

New York, NY

[LinkedIn](http://linkedin.com/in/charles-mcturland)

# EDUCATION

B.S.

Computer Science University of Pittsburgh September 2008 - April 2012

Pittsburgh, PA

# SKILLS

Python (Django) Javascript (NodeJS ReactJS,

jQuery) SQL (MySQL, PostgreSQL,

NoSQL)

HTML5/CSS

AWS

Unix, Git

# WORK EXPERIENCE

## Software Engineer

Embark

January 2015 - current / New York, NY

Worked with product managers to re-architect a multi-page web app into a single page web-app, boosting yearly revenue by $1.4M Constructed the logic for a streamlined ad-serving platform that scaled to our 35M users, which improved the page speed by 15% after implementation

Tested software for bugs and operating speed, ﬁxing bugs and documenting processes to increase efﬁciency by 18%

Iterated platform for college admissions, collaborating with a group of 4 engineers to create features across the software

## Software Engineer

MarketSmart

April 2012 - January 2015 / Washington, DC

Built RESTful APIs that served data to the JavaScript front-end based on dynamically chosen user inputs that handled over 500,000 concurrent users

Built internal tool using NodeJS and Pupeteer.js to automate QA and monitoring of donor-facing web app, which improved CTR by 3%

Reviewed code and conducted testing for 3 additional features on donor-facing web app that increased contributions by 12%

## Software Engineer Intern

Marketing Science Company

April 2011 - March 2012 / Pittsburgh, PA

Partnered with a developer to implement RESTful APIs in Django, enabling analytics team to increase reporting speed by 24%

Using Selenium I built out a unit testing infrastructure for a client application that reduced the number of bugs reported by the client by 11% month over month

# PROJECTS

## Poker Simulation

Built a full-stack web app to allow users to simulate and visualize outcomes of poker hands against opponents of different play styles using open source cards.js on the front-end

Utilized sci-kit learn in Python to simulate possible outcomes under different scenarios that the user chose