

Charles A Moonen

Software Developer

[+1 763 242 5601](tel:+17632425601) turnipjs@github moonen.io charles@moonen.io

EDUCATION

University of Minnesota — Twin Cities	2019-09 – In Progress
Bachelor of Science: Computer Science	Minneapolis, MN

TECHNICAL SKILLS

Languages	JavaScript (Web, Node.JS, Deno), C, SQL, PHP, TypeScript, CSS, HTML
Frameworks	React.js, Socket.io, Styled Components, Webpack
Other	Git, Docker (+compose), Photoshop, Illustrator, Linux/Unix, Arduino

WORK EXPERIENCE

Research and Development Intern at FoxPoint Security	2022-05 – 2022-08 St. Paul, MN
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Researching vulnerabilities in security systems, designing and building penetration testing tools. (Cybersecurity, Physical Security, Electronics, Programming)

Doenet Student Developer at the University of Minnesota — Twin Cities	2019-11 – 2021-06 Minneapolis, MN
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Doenet is an open source Learning Management System (LMS) and learning research platform. I worked on Doenet's front end with ReactJS, Styled Components, React Spring, Axios, Webpack, and others as well as the infrastructure: LAMP, Apache, Docker, PHP, MySQL.

VOLUNTEERING

Regional Manager at CodeDay (SRND)	2019-02 – 2020-02 Minneapolis, MN
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Researching vulnerabilities in security systems, designing and building penetration testing tools. (Cybersecurity, Physical Security, Electronics, Programming)

President/Officer for the Association for Computing Machinery, University of Minnesota Student Chapter	2018-09 – 2023-05 Minneapolis, MN
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Manage several public computing-related events per semester including MinneHack, the largest public hackathon in Minnesota. Manage other student group officers. Work with companies and academic institutions to secure and use tens of thousands of USD per year in group and event sponsorship. Help provide group members with access to our computing hardware and server closet.