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EXPERIENCE

Software Engineer Pre-Employment Trainee

Revature

January 2025 - June 2025, Reston, VA

- Developed programming skills in **Java**, **SQL**, **RESTful API** Construction and **Spring** Framework
- Implemented project work including construction of functional **REST APIs** using Test Driven Development methodologies
- Completed **108 Coding** Activities
- Showcased understanding of concepts through **fourteen (14) evaluations**
- Leverage **Java APIs** to write algorithms to solve various challenges and problem sets.

Software Engineer Technical Interview Prep Trainee

CodePath

June 2024 - December 2024, San Francisco, CA

- Completed a rigorous, fast-paced course focused on mastering **data structures, algorithms, and technical interview strategies**
- Solved 50+ **LeetCode-style problems** covering arrays, strings, linked lists, trees, graphs, dynamic programming, and more
- Participated in **weekly mock interviews** and group problem-solving sessions to simulate real-world coding interviews
- Strengthened understanding of **time/space complexity**, recursion, and optimization techniques
- Gained exposure to **behavioral interview frameworks** and best practices for communicating technical solutions clearly

PROJECT

Social Media Blog API

Revature • github.com/xs0litud3x/xs0litud3x-pep-project • February 2025 - June 2025

- **Designed and implemented** a RESTful backend API using **Java**, **Javalin**, and **JDBC** to manage user accounts and blog-style messages.
- **Developed features** for **user registration, authentication**, and full **CRUD operations** on messages.
- Followed a **3-layer architecture** (**Controller, Service, DAO**) to maintain separation of concerns.
- Performed **data validation** to ensure message constraints (**length, non-empty text**) and verified **user existence** before operations.
- Used **JUnit** to write and pass **unit/integration tests** for **registration, login, message creation, retrieval, deletion**, and **validation edge cases**.
- **Authored comprehensive unit and integration tests** to verify **user registration, authentication, and message operations**, enhancing **API reliability and robustness**.

3D Driving/Racing Simulator

CUNY Brooklyn College • github.com/xs0litud3x/PrototypeCars-CISC4900 • January 2024 - June 2024

- **Iteratively refined level layout and vehicle handling** through scripting and playtesting, improving realism and playability.
- **Placed and fine-tuned 3D objects** using Unity's editor tools and scripting to construct visually distinct and interactive courses.
- **Built responsive car controllers in C#** using **Rigidbody** and **WheelCollider** components to ensure smooth driving mechanics.
- **Developed vehicle behavior scripts in C#** to simulate acceleration, deceleration, steering sensitivity, and suspension using Unity's physics system.
- **Imported and configured assets from the Unity Asset Store**, including roadways, traffic props, and buildings, to enhance environmental realism.
- **Designed and built immersive driving environments** using Unity Engine, combining terrain tools, prefabs, and asset packs to create highways, urban zones, and obstacle-laden tracks.

FullStack Football Team Webpage

CUNY Brooklyn College • github.com/xs0litud3x/Mock-Football-Team-Webpage • August 2023 - December 2023

- **Independently designed and developed the entire application**, showcasing full-stack capabilities.
- **Managed user data with SQL**, including validation and secure query handling.
- **Created a JavaScript countdown timer** to dynamically display the football season kickoff.
- **Implemented secure user authentication** with sign-up and sign-in pages using PHP.
- **Built and styled responsive user interfaces using HTML and CSS** for a professional design.
- **Developed a fully functional football team website** integrating front-end (HTML, CSS, JavaScript) and back-end (PHP, SQL) technologies.

EDUCATION

Bachelor's Degree in Computer Scienc3

CUNY Brooklyn College • Brooklyn, NY • 2024

- **Relevant Coursework:** *Object-Oriented Programming, Discrete Mathematics, Computing in Python, Artificial Intelligence, Statistics Applications, and Game Development*

CERTIFICATIONS

Certificate Of Achievement For Technical

CodePath • 2024

- Certificate Of Achievement For Technical Interview Prep.

SKILLS

Programming Languages:Java, Python, JavaScript, HTML, CSS, SQL, PHP, C#

Software Engineering & Concepts:Object-Oriented Programming, Data Structures & Algorithms, Java Design Patterns, Agile Methodologies, Git, Maven

Frameworks & Libraries:Spring Core, Spring Data JPA, Spring Web, Spring MVC, JUnit, Mockito

Tools & Platforms:Windows, Linux, macOS,GitHub, IntelliJ IDEA, VS Code