Charles Dubreuil

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OBJECTIVE

Motivated and adaptable Computer Science graduate with a strong foundation in programming, software development, and web design. Passionate about problem-solving and creating efficient, user-friendly applications. Skilled in multiple programming languages and development tools, with experience in both independent and team-based projects. Seeking opportunities to apply my technical expertise and creativity in a dynamic environment while continuously learning and growing within the industry.

EDUCATION AND TRAINING

Bachelor of Computer Science
CUNY Brooklyn College · Brooklyn, NY · 2024

Certificate Of Achievement For Technical Interview Prep
CodePath · Califronia, San Francisco · 2024

SKILLS

· **Programming Languages:** Java, Python, JavaScript, C++, C, C#, HTML, CSS
· **Development Tools:** Git, GitHub, VS Code, Xcode, Unity
· **Software & Platforms:** Windows, Microsoft Teams, PowerPoint, Google Slides, Canva, Final Cut Pro, Adobe Suite

PROJECTS

Unity 3D Driving Simulator
CUNY Brooklyn College · github.com/xS0litud3x/PrototypeCars-CISC4900 · January 2024 - June 2024
· Served as a Level Designer / Gameplay Designer for a driving simulator developed in Unity with a team of four programmers.
· Designed and constructed levels using custom and pre-made assets to create immersive driving environments.
· Utilized JavaScript to program various level mechanics and interactions.

Football Team Webpage
CUNY Brooklyn College · github.com/xS0litud3x/Mock-Football-Team-Webpage · August 2023 - December 2023
· Developed a fully functional mock football team webpage.
· Integrated a countdown timer using JavaScript to display the time remaining until the football season starts.
· Designed and implemented sign-up and sign-in pages for user account creation and authentication.
· Secured and managed user data using an SQL database.

Unity 2D Educational Platformer Game
CUNY Brooklyn College · github.com/staynaa/A-Long-Way-To-School · August 2023 - December 2023
· Developed a multi-level educational Unity game featuring platforming and puzzle-solving using C# and Unity Engine in collaboration with a team of developers.
· Created captivating pixel art assets and dynamic animations for game characters and objects using Adobe Photoshop and Adobe Animate.

Hair Salon Webpage
Freelance · github.com/xS0litud3x/Hair-Salon-Webpage-For-StrategicBraids · January 2023 - May 2023
· Developed a responsive webpage for a hair salon business using HTML, CSS, and JavaScript to provide a centralized platform for client bookings and essential information.
· Implemented a responsive design to ensure an optimal user experience across various devices.
· Designed a user-centric website that contributed to increased online traffic and overall revenue.