

Charles Henry Dubreuil

📍 Brooklyn, New York, United States ✉ charles_dubreuil053100@yahoo.com 📞 9297139400 🌐 in/charles-dubreuil053100 ☁ xs0litud3x.github.io/portfolio-personal-website/

EDUCATION

Bachelor of Science in Computer Science

City University of New York: Brooklyn College • Brooklyn, NY • 2024

- Relevant coursework: Data Structures & Algorithms, Databases, Operating Systems, Game Development, Software Engineering

SKILLS

Languages: Java, Python, TypeScript, JavaScript, SQL, HTML, CSS

Frameworks: Spring Boot, React, Next.js, Tailwind CSS, JUnit, Mockito

Developer Tools: Git, GitHub, Maven, Postman, VS Code, Xcode

Cloud: AWS, GCP, Azure

Concepts: REST API Design, MVC Architecture, OOP, Data Structures Algorithms, Big O, TDD, CI/CD

PROJECT

Subscription Cancellation Flow | Next.js, TypeScript, Tailwind, PostgreSQL

Migrate Mate • github.com/xs0litud3x/mm-cancel-flow-task-Charles • July 2025 - August 2025

- Built a responsive **12-step cancellation flow** (desktop + mobile) aligned to Figma requirements and acceptance criteria.
- Implemented **CSRF tokens**, **input validation**, and **XSS protection** across forms to safeguard user data and submissions.
- Refactored form state and navigation guardrails to **prevent dead ends** and ensure completion across edge cases.
- Structured components and API routes for maintainability; added basic integration checks for critical flows.

RESTful API Social Media Blog | Java, Spring Boot, JDBC, JUnit, GitHub

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

- Implemented **RESTful backend APIs** for **accounts**, **authentication**, and **messages** with Spring Boot using a **Controller–Service–DAO** architecture and dependency injection; persisted via **JDBC DAOs** with **transactions** and prepared statements.
- Added **validation** and **centralized error handling** (exception mapping with consistent 4xx/5xx status codes) to reject bad inputs and return actionable responses.
- Wrote **80+ unit & integration tests** (JUnit 5, Mockito) to catch edge cases pre-release and enable safe refactors; documented endpoints with **clear request/response examples**.

Unity 3D Driving/Racing Simulator | Unity, C#

City University of New York Brooklyn College • github.com/xs0litud3x/PrototypeCars-CISC4900 • January 2024 - May 2024

- Built **3** track prototypes and optimized **150+** placed assets to reduce scene load times.
- Implemented physics-based vehicle controllers using **Rigidbody/WheelCollider** to hit a steady **60 FPS** target on test hardware.
- Tuned acceleration, braking, steering, and suspension scripts to improve lap-time consistency across test runs.

Hair Salon Business Webpage | HTML, CSS, JavaScript

Freelance • github.com/xs0litud3x/Hair-Salon-Webpage-For-StrategicBraids • January 2023 - May 2023

- Built a **mobile-first**, **responsive** site with **HTML5/ARIA**, **CSS Grid/Flexbox**, and **vanilla JS**; added **price list**, **stylist introduction**, and a **carousel gallery** of work; clear navigation and a **booking CTA** linked to the **appointment booking system**.
- Applied **on-page SEO** (semantic structure, title/meta/OG tags, descriptive alt text) and **lightweight analytics**; observed a **measurable traffic lift** post-launch.
- Integrated a **third-party reviews package** (embedded script) to **display the latest public Google reviews**; configured/styled via CSS — **no backend required**.
- Verified **responsive behavior** across **phone**, **iPad/tablet**, and **desktop** (**360–1440px** breakpoints) using CSS media queries; spot-tested in **Safari (iOS/iPadOS)** and **Chrome**.

EXPERIENCE

Software Engineer Apprentice

Revature

January 2025 - June 2025, Remote

- Implemented **RESTful APIs** with **Spring Boot** for a small blog app (**accounts**, **auth**, **messages**); used proper HTTP verbs, **Bean Validation** (e.g., `@NotNull`, `@Size`), and **basic pagination**.
- Wrote unit and integration tests with **JUnit 5** and **Mockito** for controllers, services, and DAOs; fixed issues found during testing (invalid IDs, empty payloads, constraint violations).
- Used **MVC** with **JDBC DAOs** and **simple transactions** (commit/rollback) to keep writes consistent; documented endpoints with **OpenAPI/Swagger** and a small **Postman** collection.

Software Engineer Interview Prep Program

CodePath

May 2024 - December 2024, Remote

- Solved **50+ algorithmic challenges** in Python; improved average solution time from **45 min** to **<20 min**.
- Completed **12 mock technical interviews** focused on problem-solving and communication.
- Refactored a graph traversal from **O(n²)** to **O(n log n)** through data-structure improvements.

CERTIFICATIONS

CodePath Technical Interview Prep Certificate

CodePath • 2024