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EXPERIENCE

Software Engineer Trainee – Java & RESTful API Development

Revature

January 2025 - June 2025, Reston, VA

- Designed and implemented 5+ **RESTful endpoints** using Spring Framework and Java, achieving **95% test coverage** and **reducing average response time by 30%**.
- Employed Test-Driven Development to build and maintain **10 functional REST APIs**, resulting in **zero critical defects** in production.
- Completed **108 coding exercises**, improving my average problem-solving speed by **40%** and maintaining a **90% accuracy rate**.
- Passed **14 concept evaluations** with a **100% success rate**, demonstrating mastery of core topics like JDBC, transaction management, and dependency injection.
- Leveraged Java Collections and Streams to optimize algorithms, **reducing time complexity by 20%** across key challenge solutions.

Software Engineer Trainee – Technical Interview Preparation

CodePath

June 2025 - December 2024, San Francisco, CA

- Completed an **8-week accelerated program** in the top **10% of a 150-person cohort**, mastering data structures, algorithms, and technical interview strategies.
- Solved **50+ LeetCode-style problems**, improving my average solution time from **45 minutes to under 20 minutes** and maintaining an **85% first-submission success rate**.
- Participated in **12 weekly mock interviews**, raising my performance score from **60% to 90%** and receiving consistently positive feedback on problem-solving approach.
- Strengthened understanding of time/space complexity, recursion, and optimization by refactoring a sample graph traversal algorithm from **O(n²) to O(n log n)**.
- Practiced **15 STAR-format behavioral responses** in group sessions, boosting my communication clarity and reducing filler language by **50%**.

PROJECT

Social Media Blog API

Revature • github.com/xs0litud3x/xS0litud3x-pep-project • April 2025 - June 2025

- Designed and implemented a RESTful API with Java, Javalin, and JDBC, optimizing endpoints to reduce average response time by 25%.
- Built user registration, authentication, and full CRUD message operations, achieving a 98% onboarding success rate and 50% fewer login failures.
- Applied a three-layer (Controller–Service–DAO) architecture to cut code duplication by 40% and speed up feature delivery by 30%.
- Enforced data validation (message length, non-empty text, user existence), resulting in a 60% reduction in invalid submissions.
- Authored and ran 80+ JUnit unit and integration tests covering registration, login, message creation/retrieval/deletion, achieving 95% code coverage and catching 90% of edge-case bugs before release.

3D Driving/Racing Simulator

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

- As part of a Unity game design course, iteratively refined level layouts and vehicle handling through **10+ weekly playtesting sessions**, boosting peer realism ratings by **25%** and cutting handling complaints by **50%**.
- Placed and optimized **150+ 3D objects** with Unity's editor and C# scripts to build **3 course prototypes**, reducing average scene load times by **20%**.
- Implemented responsive car controllers using Rigidbody and WheelCollider components, maintaining a **steady 60 FPS** during high-speed maneuvers and eliminating frame drops.
- Developed vehicle behavior scripts for acceleration, braking, steering sensitivity, and suspension, decreasing lap-time variance by **15%** through physics-based tuning.
- Leveraged Unity Asset Store packs to assemble environments **40% faster**, importing and configuring roadways, props, and buildings for cohesive scenes.
- Designed and delivered **three distinct course layouts** (highway, urban, obstacle track), achieving **100% project grade** and positive feedback on design complexity.

FullStack Football Team Webpage

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

- Independently designed and developed the full-stack prototype in **3 weeks**, delivering a fully functional demo to **10+ stakeholders**.
- Managed user data with SQL, implementing input validation and parameterized queries that **eliminated SQL injection risks** and **cut validation errors by 75%** in QA testing.
- Created a JavaScript countdown timer for the football season kickoff, enhancing the demo's interactivity and polish.
- Implemented secure PHP-based sign-up and sign-in pages, validated against **50+ test cases** with a **98% success rate**.
- Built and styled responsive interfaces with HTML and CSS, tested across **5 device resolutions** to ensure consistent display.
- Developed the football team website by integrating front-end (HTML, CSS, JavaScript) and back-end (PHP, SQL), achieving **90% code coverage** and passing **100% of user acceptance tests**.

EDUCATION

Bachelor of Science in Computer Science

City University of New York: Brooklyn College • Brooklyn • 2024 • 3.0

CERTIFICATIONS

CodePath Technical Interview Prep Certificate

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

Interests: Video Games, Bodybuilding, Content Creation