

Charles Henry Dubreuil

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EDUCATION

CUNY Brooklyn College – Brooklyn, NY
Bachelor of Science in Computer Science

May 2024

- Relevant coursework: Data Structures & Algorithms, Databases, Operating Systems, Game Development, [CodePath](#)

SKILLS & CERTIFICATIONS

Languages: Java, Python, TypeScript, JavaScript, SQL, HTML, CSS, C/C++ | **Certifications:** CodePath Technical Interview Prep Certificate | **Frameworks:** Spring Boot, React, Next.js, Tailwind CSS, JUnit, Mockito | **Developer Tools:** Git, GitHub, Maven, Postman, VS Code, Xcode | **Operating Systems:** Kali, Linux, Windows, MacOS

RELEVANT EXPERIENCE

Revature - Software Engineer Trainee | Remote

January 2025 – June 2025

- 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.
- Authored 88 unit & integration tests (JUnit 5, Mockito) across controllers/services/DAOs, lifting coverage to 92% and resolving 24 issues (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.

ADDITIONAL EXPERIENCE

Birch Family Care Services - Direct Support Professional (DSP) | Brooklyn, NY

May 2024 – Currently

- Supported 6 individuals with developmental & intellectual disabilities, delivering person-centered care and completing daily health/safety checks aligned to ISPs.
- Maintained audit-ready records with 100% ISP compliance and 100% on-time documentation
- Partnered with interdisciplinary teams and families to support therapeutic, educational, and social goals.

PROJECTS

Subscription Cancellation Flow - Lead Developer | Technical Assessment

GitHub | [View Project](#)

- Built a responsive 12-step cancellation flow for desktop & mobile (Next.js, TypeScript, Tailwind, PostgreSQL); met 100% acceptance criteria across 18 Figma frames and 12 test scenarios.
- 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 long-term maintainability and added integration checks for critical flows.

RESTful API Social Media Blog – Backend Developer | Academic Assignment

GitHub | [View Project](#)

- Built backend APIs for accounts, authentication, and messages using Java and Spring Boot, structured with a Controller–Service–DAO architecture and dependency injection; persisted data with JDBC DAOs, transactions, and prepared statements.
- Implemented validation & centralized error handling in Spring Boot (Java); standardized 4xx/5xx across 16 endpoints, cutting unhandled exceptions 85% and bad-input errors 42%.
- Developed 80+ Java unit & integration tests with JUnit 5 and Mockito, integrated GitHub/GitHub Actions; raised coverage to 92%, caught 20 regressions pre-merge, and kept PR builds at 99% pass rate.

Unity 3D Driving/Racing Simulator – Game Developer | Team of 4 | Academic Project

GitHub | [View Project](#)

- Collaborated with a team of 4 to prototype 3 racetracks in Unity, optimizing over 150 placed assets to reduce scene load times and improve performance.
- Implemented physics-based vehicle controllers in C# using Rigidbody and WheelCollider components to achieve 60 FPS on test hardware consistently.
- Tuned acceleration, braking, steering, and suspension systems through custom C# scripts, improving lap-time consistency across multiple playtests.

LEADERSHIP & AFFILIATIONS

CodePath | Slack Member | Remote

May 2024