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EXPERIENCE

Software Engineer – Training Program

Revature

January 2025 - June 2025, Remote

- Designed and implemented RESTful APIs with Spring Boot, applying proper HTTP verbs, validation, and pagination to deliver faster and more reliable responses.
- Practiced test-driven development (TDD) with JUnit and Mockito, maintaining high test coverage and catching defects early to ensure stable builds.
- Applied MVC architecture and JDBC-based data access with transaction management, improving workflow efficiency and code maintainability.

Software Engineer – Interview Prep Program

CodePath

May 2024 - December 2024, Remote

- Solved 50+ algorithmic challenges in Python, improving average solution speed from 45 minutes to under 20 minutes.
- Completed 12 mock technical interviews, boosting technical performance and communication under pressure.
- Refactored a graph traversal from $O(n^2)$ to $O(n \log n)$, demonstrating algorithm optimization skills and efficient problem solving.

PROJECT

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

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

- Delivered a responsive cancellation flow across 12 pages, meeting design requirements on both desktop and mobile within a short timeframe.
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- Applied security measures (CSRF tokens, input validation, XSS protection) to protect user data and ensure safe form submissions.
- Refactored form logic and workflows, preventing dead ends in user journeys and improving overall reliability of the process.

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

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

- Built a backend API supporting user registration, login, and CRUD operations, helping reduce login issues found during testing.
- Applied MVC and Controller–Service–DAO architecture with dependency injection, improving code organization and speeding up feature delivery.
- Developed 80+ unit and integration tests in JUnit, maintaining high coverage and catching edge-case issues before release.
- Implemented data validation and error handling, ensuring only valid messages were stored and improving overall reliability.

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

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

- Placed and optimized 150+ 3D objects using the Unity Editor and C# scripts to build 3 course prototypes, which helped reduce scene load times by 20%.
- Implemented responsive car controllers with Unity's Rigidbody and WheelCollider frameworks, maintaining smooth 60 FPS performance during high-speed maneuvers.
- Developed physics-based vehicle scripts in C# for acceleration, braking, steering sensitivity, and suspension, which improved consistency in lap times by 15%.
- Leveraged the Unity Asset Store to assemble environments more efficiently, shortening build time by about 40% while integrating roadways, props, and buildings for cohesive scenes.

EDUCATION

Bachelor of Science in Computer Science

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

CERTIFICATIONS

CodePath Technical Interview Prep Certificate

CodePath • 2024

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