

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, Web Development, Mobile Development

SKILLS & CERTIFICATIONS

Languages: Kotlin, Java, Swift, Dart, Python, TypeScript, JavaScript, Rust, SQL, C, C#, C++, HTML, CSS, GraphQL

Frameworks: Android SDK, Jetpack Compose, Spring Boot, React, Next.js, Flutter, Kotlin Multiplatform (KMM/KMP), Tailwind CSS

Design Patterns: MVVM, MVI, Clean Architecture | **Android Libraries & APIs:** Jetpack (Compose, ViewModel, LiveData, Navigation, Room, DataStore, WorkManager), Retrofit, Gson, OkHttp, CameraX, Room, ExoPlayer, Paging 3, Google Maps & Places APIs, Firebase Realtime Database, Firestore, Chromecast SDK, Google Custom Search, YouTube API, PayPal SDK, Stripe SDK | **Authentication & |**

Authorization: Firebase Authentication, OAuth 2.0, JWT, Google Sign-In, Apple Sign-In, Okta **Dependency Injection:** Hilt, Dagger

Testing: JUnit, Espresso, Mockito, MockK | **Developer Tools:** Git, GitHub, Maven, Gradle, Postman, Android Studio, VS Code, Xcode |

Operating Systems: MacOS, Windows, Linux, Kali

EXPERIENCE

Techfield - Android Developer Intern | Atlanta, Georgia

September 2025 - Current

- Developing Android features using Kotlin, Jetpack Compose, MVVM, Clean Architecture, Coroutines, Hilt, Retrofit, and Room, improving feature delivery speed by 30% through a cleaner modular architecture.
- Building modern Compose UI screens, handling state via ViewModel + StateFlow, and implementing offline-first functionality using Room persistence.
- Collaborating with designers and backend engineers using Git-based workflows, maintaining feature branches, writing meaningful commits, performing code reviews, and participating in Agile sprints and stand-ups.

PROJECTS

Modern Dating App | Personal Project

GitHub | [View Project](#)

- Built a Tinder-style Android app using Jetpack Compose, Kotlin, MVVM, and Clean Architecture with repository and mapper layers.
- Integrated Retrofit and Coroutines to fetch nearby users by geolocation, handling network success/error states through domain models.
- Added CameraX for seamless in-app profile photo capture, enabling a fully self-contained 100% in-app onboarding flow with no external apps required.
- Implemented Hilt DI for ViewModels, Use Cases, and repositories; used StateFlow to manage UI reactivity across swiping, profile, and onboarding features.

Country Search App | Personal Project

GitHub | [View Project](#)

- Developed an MVVM-structured Android app consuming a public Countries API using Kotlin, Retrofit, LiveData, and Repository abstraction.
- Used Coroutines to fetch API data and execute Room Database operations asynchronously for offline caching.
- Implemented dynamic search, A–Z sorting, and region filtering; built Room-powered bookmarks with full CRUD support, increasing data navigation efficiency by 50%.
- Built a lifecycle-aware ExoPlayer login screen featuring an auto-looping video background tied to the Activity lifecycle, and implemented Firebase Authentication for secure user login.

Tech News App | Personal Project

GitHub | [View Project](#)

- Built a Kotlin-based Android app using Retrofit, REST APIs, XML UI, and RecyclerView + Coil to fetch and display technology news; implemented an article detail screen using Intents and Activity navigation.
- Added dynamic search, adapter filtering, and API response validation; improved resilience against network errors, empty states, and slow API responses through structured error handling.
- Refactored ViewHolders, adapters, and data models for cleaner architecture; documented code structure and applied best practices for maintainable Android development.