CHARLIE YOUDS

Software Developer

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charlieyouds.com

Introduction

My name is Charlie Youds, and I have three passions: **software, statistics,** and **game development.**

Full-Stack Developer
2015-12-01 - Current

Next Level Media Inc.

Current developing an enterprise-level statistical data software application in R and JavaScript (AngularJS + Node), predicting trends based on over a decade of data. Previously developed back-end and front-end systems for TempoStorm.com, a leading e-sports team's web site, as well as a Fraser Valley real-estate hub SelectRealEstate.ca. I lead a small team of developers to complete these goals.

Programmer, Designer, Writer
2015 - Current

Independent Game Design

I am currently developing a role-playing game programmed entirely in HaXe, composed with the frameworks OpenFL and Lime, as well as the HaxeFlixel library. My three-person team hopes to finish in 2018 and release a free, polished product that, with any luck, inspires others to attempt game design. I moderate a Discord channel in my down-time from this, in which I answer questions regarding this language as well as the HaXeFlixel game-design framework.

Front-End Web Developer
2014-06 - 2014-08

360 Media Inc.

Designed and developed a commercial website for a 360 Media project. I worked with JavaScript, HTML, CSS, PHP, MongoDB, and Node.js. I grew an understanding of what is necessary to create modern, approachable designs for the current customer.

IT Administrator
2012-10 - 2015-11

Gore Brothers New Homes Inc.

Performed system administration tasks including, but not limited to: server integration, backup automation, web maintenance and programming, technical support, web sales, and graphic design. Automated and increased the ease-of-use of our in-office systems.

Technical Support
2010-02 - 2010-09

Stream Global Services

Ensured a positive client experience through technical support. Answered questions regarding products as well as general inquiries and issues. Completed calls enthusiastically, as well as in an efficient and effective manner.

Education

Bachelor of Computer Information Systems
2012 - 2016

University of the Fraser Valley

Graduated with a four-year degree in Computer Information Systems.

Concentrated studies in the field of Software Engineering.

Placed on the Dean's List for Academic Achievement.

Bachelor of Arts
2010 - 2012

University of the Fraser Valley

Completed two years in the study of academic writing.

Skills

• Experienced in back-end environments such as Node.js and frameworks such as AngularJS, with non-professional, trained experience in Angular 2 through 6

• Several years hands-on experience with Angular Material and Bootstrap

• Strong skills in visual design and animation programming

• Countless hours of NPM, Gulp, Grunt, and Bower experience

• Proficient in both mathematics and statistics

• Adept with numerous IDEs such as Eclipse, NetBeans, Visual Studio, FlashDevelop, HaXeDevelop, and more

• Experienced across many game engines/frameworks such as Unity, Flixel, and XNA

• Strong skills across various platforms such as Windows, Linux, Mac OS

• Knowledgeable in databases like SQL Server, MySQL, MongoDB, and PostgreSQL

• Have tested, designed, and implemented project management resources to complete tasks, such as UML documentation, Gantt charts, use case scenarios, data-flow diagrams, and adherence to the Software Development Life Cycle

• Dealt in systems networking relating to complex routing, system-level configuration, and IP addressing

• Trained in machine learning and data structure algorithms, as well as accompanying software such as R

• Experience in a low-level programming language: x86 Assembly, as well as memory addressing

Languages and Frameworks

Javascript   4 Years
AngularJS · NodeJS · jQuery
3 years in both Angular and Node, 2 years with jQuery, 4 years with JavaScript in general.

HTML   4 Years
Bootstrap · Angular Material
1 year of Angular Material, 4 years of Bootstrap.

CSS   4 Years
SCSS
2.5 years in SCSS, 4 years with CSS in general.

Haxe (similar to C#)   4 Years
HaxeFlixel
4 years with both native Haxe and the HaxeFlixel framework.

Java   2 Years
Swing
2 years academically, 6 months spent tutoring and working as a teacher's assistant.

C++   2 Years
No Framework
2 years academically, one of which was tutoring and working as a teacher's assistant.

C#   2 Years
XNA
2 years with the XNA framework, and C# in general.

AS3   2 Years
Flash · Flixel
2 years with both the Flash and Flixel frameworks.

R   1.5 Years
Shiny
1 year academically in general R, 6 months Shiny experience working professionally with big data.

Goals

At the end of the day, my top priority is to be working in either of my three passionate fields. On the **software** end of the spectrum, I am able to program and design tools to help others. On the **statistical**, big-data end of the spectrum, I am able to harness the raw power of facts, calculations, and formulae to problem-solve. **Game development** sits in the middle of my two other passions, as it utilizes both the programming and design elements of software, with the calculated precision of mathematics. It is both old and new, constantly being reinvented year-by-year. Having both functionality and user-experience in-mind acts as a symbiotic relationship between all three passions, providing insight to user interface and technical programming.

Work

I've worked on websites/applications from real-estate to gaming (even a Hearthstone deck-builder and tracker application), and now in the field of statistical analysis, with no signs of stopping any time soon.