

Emily Charles

Software developer, lifelong learner, language enthusiast

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EXPERIENCE

Box Fort Norwood, MA — *Software Engineer*

JAN. 2018 - PRESENT

- Develop and integrate 20+ real-world games in Python with a custom AV, sensor, and lighting framework
- Design and develop front-end interactive software for a \$10 million entertainment facility using React and Typescript
- Work with team members to design APIs supporting highly integrated applications
- Participate in the game design process; advise on technical feasibility
- Manage communication between software and other departments
- Communicate directly with clients to manage project needs

Boston Productions, Inc. Norwood, MA — *Software Developer*

SEPT. 2015 - JAN. 2018

- Developed user-facing software for interactive museum exhibits across multiple platforms
- Maintained legacy codebases; updated legacy code as required to add features or fix problematic software
- Created and lead technical support initiative; piloted the company's first help desk and bug tracking system

TechnoFrolics Somerville, MA — *Technical Coordinator*

MARCH 2012 - SEPT. 2015

- Developed prototype client-side applications across multiple platforms for custom video processing software
- Worked with senior engineer to design a log file processing application
- Customized interactive applications according to client needs
- Primary technical support contact for 100+ exhibits worldwide

EDUCATION

UCLA — *Linguistics BA*

DEGREE RECEIVED 2009, MAGNA CUM LAUDE

COMMUNITY WORK

Boston Python User Group — Organizer (*March 2021 - current*)

Introduction to Interactive Programming in Python — *Community TA, 2 terms (2014)*

SKILLS

Technical communication
Project coordination
On-the-job learning
Effective troubleshooting

CONTINUING COURSEWORK

HTML, CSS, and JavaScript
for Web Developers

Paradigms of Computer
Programming I & II

Introduction to the Internet
of Things and Embedded
Systems

Human-Computer
Interaction

Introduction to Interactive
Programming in Python

LANGUAGES

Python, Typescript/JS, C#,
ActionScript, batch scripting,
Processing

PLATFORMS & TOOLS

React, Unity, JIRA,
Confluence, SourceTree,
BitBucket, git, GitHub,
CircleCI, ffmpeg,
Agile/Scrum, Adobe Creative
Suite, Greensock, Framer
Motion, Arduino, Raspberry
Pi, Node.js; learning: Django,
AWS, NextJS