

Charles Patrick Eubanks

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I am a dynamic and resourceful software engineer committed to building fast, accessible, and elegant solutions for the web and beyond.

TECHNICAL SKILLS

JavaScript/ES6, HTML5, CSS3, Responsive Web Design, REST, APIs, AJAX, MVC/MVT Architecture, jQuery, Git/GitHub, MongoDB/Mongoose, Node.JS, Express.JS, EJS, Passport.JS, React, Gatsby, Python, Django, PostgreSQL, AWS, NGINX, Varnish Cache

SOFTWARE ENGINEERING EXPERIENCE

Associate Python Developer, Oneil Interactive, Inc, Hunt Valley, MD, Since Feb 2021

- Collaborated to upgrade 300K+ line codebase from python 2.7/Django 1.8 to python 3.7/Django 1.11
- Modernized codebase, replacing outdated python code with fresh syntax, leveraging language advances
- Transformed thousands of lines of code by replacing jQuery with modern ES-7 syntax for javascript modules
- Implemented performance enhancements and added new features for the company's deployment pipeline
- Resolved errors by utilizing command line utilities and logged data to discover and correct broken code
- Explored prospective product features and assessed related client value and technical requirements
- Orchestrated cross-team efforts to solve technical problems through communication within agile frameworks
- Composed and maintained scripts for periodic Celery tasks, managed and debugged tasks in production
- Standardized security keys to comply with updated AWS configurations for 50+ application instances

General Assembly Software Engineering Immersive Program, Remote, Jun 2020 to Sep 2020

- 500 hour comprehensive, immersive, full-stack software engineering program
- Created a full stack web art gallery and studio using Python, Django, HTML5/CSS3, AWS, and PostgreSQL
- Developed full stack MERN habit and task tracker, implemented auth0 using JWTs
- Built a full-stack MEN application using EJS that allows users to store and link data on their favorite music
- Engineered an art viewing web application using AJAX, jQuery, HTML5/CSS3, and the Materialize library

ADDITIONAL EXPERIENCE

Independent Contractor/Software Engineer, DC/Baltimore Metro Area, Since Feb 2012

- Spearheaded technical efforts to build an open-source metaverse platform resulting in a react XR platform
- Coached 10 students to design and pitch 10 unique products and services using Design Thinking methods
- Facilitated an education design project at Baltimore City College to help students and teachers better connect

EDUCATION

Software Engineering Immersive, Letter of Completion, General Assembly

Master of Business Administration, University of Arkansas at Little Rock

Bachelor of Science in Accounting, Arkansas State University

TECHNICAL COMMUNITY INVOLVEMENT

Software Engineering Mentor at Baltimore City College, Baltimore, MD, Sep 2020 - Feb 2021

- Mentored a student to build and deploy a homework reminder app using JavaScript, HTML, CSS, and GitHub

Baltimore Service Jam, Baltimore, MD, Mar 2018

- Designed an application to connect users to experts and support networks when they face difficult decisions