

Charles Hughes
Senior Software Engineer

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Summary

Seasoned software engineer building web applications and services for companies of various sizes. Adept at building products from the ground up, learning about large existing projects and contributing to them, presenting technical information to groups, running workshops, and expanding professional knowledge. Passionate about building effective products and teams.

- **Engineering sense** – Knowing how to detect and avoid antipatterns
- **Versatile skill set** – Working across the stack, from React to database design, with ease
- **Team player** – Ready to do work that isn't "fun"
- **Collaborative** – Experienced collaborator with an understanding the power of feedback
- **Technical skill** – TypeScript, Node, React, JavaScript, Apollo Client, Ruby on Rails, GCP, AWS, CSS, Cypress

Professional Experience

Binti, Oakland, California

2022 - 2025

Builds software driving positive outcomes for children and families while saving social worker time.

Software Engineer III

2022 - 2023

Senior Software Engineer

2023 - 2025

Worked on the platform team building permissions and authentication features.

- Lead the effort to build a permissions system that allowed agencies to share data with other agencies
- Primary contributor to core authentication system and login page
 - Performed a major refactor/cleanup of the code with no regressions or outages resulting
- Main engineering contact for implementing SSO integrations.
- Engineering thought leader
 - Educated many teammates about Apollo Client, React, and Cypress through lectures and one on one coaching
- Built a system for generating much of the boilerplate for a new form to accelerate developer productivity and promote best practices
- Built a system for visualizing database table relations

Zillow Group, San Francisco, California

2018 - 2022

An online marketplace for finding and sharing information about homes, real estate, and mortgages.

Software Engineer III (Zillow Closing Services)

2019 - 2022

Maintained consistent source of test data for several teams across the company. Developed features for web products while producing results that precisely match both the technical and design specifications by working closely with both product and design.

- Built a test data inventory management system with Node and DynamoDB. This provided a quick, reliable data source from an environment that had high latency and high unreliability.
- Developed real estate transaction closing services with React, GraphQL, Node, Java/Spring, and AWS services. This was a user portal for tracking progress of the transaction and facilitating communication between real estate transaction operators and sellers/buyers.

- Developed classes and workshops for internal technical training

Software Engineer III (Trulia brand)

2018 - 2019

Worked on various tasks for Trulia's SEO and authentication needs with React and PHP

- Built an extremely configurable service using Node, Serverless, and AWS Lambda for the majority of Trulia's CCPA data compliance needs. I was the tech lead for the project.

ThousandEyes, San Francisco, California

2014 - 2018

Empowers businesses to see, understand, and improve the experience for every user and every application over any network.

Software Engineer II

Maintained and developed reports and dashboard data visualization products.

- Built several new data visualizations with D3
- Identified and fixed significant and pervasive data processing bug
- Refactored large frontend project to use Redux for state management from having everything on scope in Angular with very few resulting regressions

Cummins Allison, Mount Prospect, Illinois

2012 - 2014

Develops innovative cash, coin, deposit and check processing, and ATM solutions

Software Development Engineer

Performed refactors and bug fixes for large codebases written in C/C++.

- Developed a SQL server CE ORM and database migration tool in C++ with Microsoft's OLEDB API
- Developed an STL-like tree container library and a smart pointer library from scratch
- Performed a deep analysis of an under-performing C server and used vi macros with regular expressions to convert large swaths to a more robust, C++ style.
 - Wrote in-depth documentation for previously mentioned C server along with an essay advising how the system could be improved using concurrency patterns like Active Object

Affiliations

Volunteer, Alameda CASA

2023-Present

Member and educator, Sudoroom

2021-Present

Education

Bachelor of Science in Computer Engineering, University of Illinois at Chicago

Software Engineering Immersive, Hack Reactor