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Education

Rhode Island School of Design

1995 BFA

Major: Illustration

Minor: Film and Animation

Charles Blier Portland, Maine • Remote

Senior Software Engineer | AWS Serverless | Node.js & TypeScript

Full-Stack | Generative AI | Payments Systems

Professional Summary

Senior software engineer with extensive experience designing and building scalable web, mobile, and cloud systems. Focused on AWS serverless back ends in Node.js and TypeScript, including large-scale payment infrastructure integrating with providers such as Adyen and Fiserv, and multi-tenant SaaS platforms with React front ends.

Experienced in API design, event-driven architecture, and distributed systems, with a strong emphasis on reliability, security, and developer collaboration. Comfortable leading technical design, writing design documentation, breaking work into engineering stories, and partnering across teams to deliver complex integrations in production.

Hands-on with generative AI every day: building software with LLM coding agents (Claude, Codex, Qwen, DeepSeek) and creating generative image workflows with ComfyUI, Midjourney, and OpenAI. Brings a combination of engineering depth, product thinking, and UX awareness from a career spanning startups, SaaS platforms, and enterprise systems.

Professional Experience

Senior Application Developer IDEXX — Remote

Apr 2025 – Present

Engineer on the payments platform team building and maintaining services that support IDEXX’s global payment infrastructure. Design and implement secure payment workflows and integrations with external providers including Adyen and Fiserv.

Develop and maintain serverless APIs and backend services on AWS (Lambda, API Gateway, DynamoDB), supporting scalable and reliable payment processing. Contribute to card-on-file and tokenization architecture, enabling secure storage and reuse of payment methods for recurring transactions.

Write technical design documents and architectural proposals used across teams. Break complex workflows into clear engineering stories to support iterative delivery.

Partner with product, security, and engineering teams to ensure reliable and compliant systems. Participate in code reviews, architectural discussions, and cross-team planning.

Technologies:

AWS (Lambda, DynamoDB, API Gateway, SQS, CloudFront, S3), TypeScript, Node.js, Claude, GitHub, Octopus Deploy, Postman, Snyk, Unleash, CI/CD

Founder & Lead Engineer DUSTER / CBDC — Portland, Maine

Jun 2025 – Present

Founder and sole engineer of DUSTER, a multi-tenant SaaS scheduling platform for ice rinks and rentable facilities, built alongside independent cloud consulting work.

Designed and built the full platform: a React and TypeScript single-page app served from S3 and CloudFront with Cognito authentication, and a Node.js Lambda API behind API Gateway backed by MySQL on RDS. Run separate development and production environments with infrastructure defined in AWS SAM and CloudFormation.

Build with generative AI as a core part of the engineering workflow, using LLM coding agents (Claude, Codex, Qwen, DeepSeek) for design, implementation, code review, security checks, and documentation. Created and maintain a shared set of engineering rules and reusable skills that govern how AI agents work across projects, plus automated checks that gate every deployment.

Create generative image workflows with ComfyUI, Midjourney, and OpenAI.

Performed an AWS architecture audit for a client through Gun.io, reviewing an existing production environment and delivering findings and recommendations.

Technologies:

AWS (Lambda, API Gateway, S3, CloudFront, Cognito, RDS, Route 53, Secrets Manager, CloudWatch, SAM), React, TypeScript, Node.js, MySQL, Claude, Codex, Qwen, DeepSeek, ComfyUI, Midjourney, OpenAI

Senior Software Engineer Stone Simple — Remote

Feb 2019 – Apr 2025

Lead engineer responsible for building and owning the core software platform used by monument retailers and manufacturers.

Led end-to-end development of a Swift-based iPad application supporting monument design, ordering, and customer management—software central to daily operations. Designed backend services enabling real-time synchronization between mobile devices and cloud infrastructure.

Architected APIs and backend systems using Node.js, TypeScript, MySQL, and AWS. Built scalable infrastructure supporting inventory, design workflows, and production systems.

Worked closely with stakeholders to translate real-world processes into intuitive software workflows. Managed cloud services and automated deployments across environments, improving reliability and reducing manual overhead.

Technologies:

Swift, JavaScript, TypeScript, Angular, Node.js, MySQL, AWS (EC2, S3, SES, SQS), REST APIs

Founder & Lead Developer CBDCWEB — Falmouth, Maine

2000 – Mar 2025

Founder of a software development studio delivering custom web, mobile, and cloud solutions for startups and small businesses.

Designed and built full-stack applications across a range of industries, including scalable web and iOS platforms supporting thousands of users. Led projects end-to-end, from architecture and UX design through development and deployment.

Worked directly with clients to translate business needs into practical, well-designed technical solutions, balancing usability with long-term maintainability.

Technologies:

Swift, JavaScript, TypeScript, Angular, Node.js, MySQL, Firebase, AWS (EC2, S3, SES, SQS), REST APIs

Lead Software Engineer VetCareShare Telemedicine Solutions

Apr 2016 – Feb 2019

Lead engineer responsible for building a telemedicine platform enabling veterinarians to communicate securely with pet owners and specialists.

Designed and implemented a real-time telehealth system supporting video, messaging, and secure sharing of medical records, images, and documents. Built communication infrastructure using WebRTC, including STUN/TURN configuration and Socket.IO.

Developed full-stack systems using Angular, Node.js, ASP.NET, and SQL Server. Owned AWS EC2 (Ubuntu) infrastructure, managing deployments and system reliability in production.

Integrated external services including Twilio to support communication workflows.

Technologies:

Angular, TypeScript, ASP.NET, Node.js, SQL Server, WebRTC, Firebase, AWS (EC2, Ubuntu), Twilio

Developer / Designer Double Blue Sports Analytics — Brunswick, Maine

Aug 2015 – Apr 2016

Developed real-time analytics and video review tools used by NHL, AHL, ECHL hockey teams.

Built iOS applications enabling coaches and players to review performance data and video during games and practices. Implemented real-time communication systems using Firebase Realtime Database and Socket.IO.

Worked directly with professional organizations to build tools that improved player development and team performance.

Technologies:

Swift, Firebase, Node.js, MySQL, AVFoundation

Technical Skills

Cloud & Serverless Architecture

AWS (Lambda, API Gateway, DynamoDB, SQS, SNS, EventBridge, Kinesis, S3, CloudFront, Cognito, RDS, CloudWatch, EC2, SES) OpenSearch / Elasticsearch Serverless architecture, Event-driven systems, RESTful API design, Infrastructure automation, CI/CD pipelines

Payments & Platform Integrations

Payment gateway integrations (Adyen, Fiserv)

Card-on-file systems, Tokenization workflows

Webhook processing, Secure payment APIs

Backend Development

TypeScript, Node.js, JavaScript (ES6+), SQL, MySQL, DynamoDB

Distributed service development, API design and service integration

Frontend & Mobile

React, Angular, Responsive web applications

Swift (iOS / iPadOS)

Developer Tools & Platform

GitHub, VSCode, Octopus Deploy

Postman, Jira, Confluence

Snyk, Unleash

Languages

TypeScript, JavaScript, Swift, SQL,PHP, C#

AI & Generative AI

LLMs: Claude, Codex, Qwen, DeepSeek

Generative image: ComfyUI, Midjourney, OpenAI

AI-assisted development, agent rules and workflows