Richard Carter

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Software developer with experience & interest in web technologies, security, and software development process/best-practices.

Skills & Expertise

Windows & Linux – Java, C# – Eclipse, Visual Studio, ReSharper – Perforce, Git – Spring, Hibernate, Mockito, FakeltEasy **Web** – JavaScript, CoffeeScript, HTML/HTML5, CSS – jQuery, Underscore, Backbone, Angular – WebStorm, Vim

Experience

NetApp – Software Engineer, Manageability Engineering Group

May 2012 – Present

- Developer for System Setup, a configuration wizard that enables customers to initialize new storage systems from a GUI (C#). Ships with every new storage system; deprecated the command-line setup.
- Member of Scrum team, following the Scrum process and development best practices including unit testing, code reviews, continuous integration, static analysis
- Maintain the team Jenkins and VMware servers. Perform upgrades and ensure VMs stay up.
- Initial developer on UI rewrite project with JavaScript and Angular to replace Google Web Toolkit
- Developer for OnCommand Unified Manager and Performance Manager, virtual appliances used to manage & monitor NetApp storage via a browser (Java, Google Web Toolkit)
- Built an HTML/JavaScript app to display Jenkins build status on our team TV. Broken builds are noticed sooner, so our builds remain green longer.

Intern, Management Framework Integration Team

May 2011 – May 2012

• Developed a plugin to VMware's vSphere Client which optimizes and migrates running VMs (Java, GWT)

IBM – Intern, developerWorks IT Professional Skills team

Jun 2010 – Aug 2010

- Developed 9-hour video training course for Java EE using IBM Rational Application Developer
- Identified and helped resolve security vulnerabilities in the developerWorks/Lotus web platform

Advanced Energy - IT Generalist

Sep 2009 – May 2011

- Provided "helpdesk" support for employees and maintained network devices and Windows servers
- Designed and implemented fast laptop imaging solution. Rolled out new laptops for entire company.
- Developed internal and external web applications in PHP/MySQL and databases in Microsoft Access

Undergraduate Research, NC State University – Dr. R. Michael Young

Jan 2010 – May 2010

Ported a game AI research project, FixIt, from Unreal Engine 3 to Unreal Development Kit

Duke Energy, Charlotte, NC – Intern, Unix server team

Jun 2009 - Aug 2009

• Decommissioned obsolete Unix servers; helped migrate to new servers

City of Charlotte Government, Charlotte, NC – Intern, BSS/IT

Summers 2006-08

Developed web applications in ASP.NET & VB.NET for internal city data management

Education

North Carolina State University, Raleigh, NC

Bachelor of Science in Computer Science Concentration in Game Development

May 2012

Cumulative GPA: 3.74 / 4.0 Major GPA: 4.0/4.0

Spare Cycles

- Created 6 Android apps with approx. 100,000 total installs, three of which are paid apps
- Practice web technologies including Node.js, WebGL, WebSockets, CoffeeScript & JavaScript
- Created Node.js IRC bot; communicates via raw IRC protocol, features script hotswap functionality