Richard Carter

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Experience

NetApp, Raleigh, NC – MFIT Intern *May 2011 – Present*
- Developed a plugin to VMware's vSphere Client which optimizes and migrates running VMs
- Utilizing bug tracking tools and Perforce source control to work with QA towards the plugin's release

Advanced Energy, Raleigh, NC – IT Intern *Aug 2010 – May 2011*
- Provided computer support for employees and solve advanced computer problems
- Developed internal and external web applications in PHP/MySQL and databases in Microsoft Access

IBM, Durham, NC – Intern, developerWorks IT Professional Skills team *Jun 2010 – Aug 2010*
- Developed a course in Java EE using IBM Rational Application Developer
- Identified and helped resolve vulnerabilities in the developerWorks/Lotus platform

Undergraduate Research, NCSU – Student, Dr. R. Michael Young *Jan 2010 – May 2010*
- Ported a game AI research project, *FixIt*, from Unreal Engine 3 to Unreal Development Kit
- Researched changes in UnrealScript between UE3 and UDK

Advanced Energy, Raleigh, NC – IT Intern *Sep 2009 – May 2010*
- (same as above)

Microsoft Student Partners – Student Partner *Aug 2009 – Apr 2010*
- Raised awareness of new Microsoft products and deals for students
- Hosted events and answered questions about Microsoft products

Duke Energy, Charlotte, NC – Intern, Unix server team *Summer 2009*
- Decommissioned obsolete Unix servers; helped migrate to new servers
- Performed asset management system migration tasks and cleanup
- Assisted with small tasks for the Windows and Database teams

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
- Performed large-scale database migration tasks using SQL queries and SSIS packages

Education

North Carolina State University, Raleigh, NC
Bachelor of Science in Computer Science *May 2012*
Concentration in Game Development
Minor in Mathematics
Cumulative GPA: 3.69 / 4.0

Computer Skills

Languages: Java, JavaScript, PHP, C#, C, Python; XHTML, CSS
Version Control: Mercurial, SVN, CVS
IDEs: Eclipse, Microsoft Visual Studio, Dreamweaver
Operating Systems: Mac OS X, Windows 7/Vista/XP, Linux

Leadership

Video Game Development Club, President *Fall 2009 – Spring 2011*
- Organize and plan the only game development club at NC State
- Help members with Unity and with game programming in C#/XNA and Java