

Richard Carter

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Experience

- NetApp**, Raleigh, NC – Software Engineer *May 2011 – Present*
- Contributing to development of OnCommand Unified Manager, a virtual appliance used to manage NetApp storage systems
 - Developed a plugin to VMware's vSphere Client which optimizes and migrates running VMs
- 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

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

Computer Skills

Languages: Java, JavaScript, C#, C, Python, PHP; HTML, CSS

Version Control: Perforce, Git, Mercurial, SVN

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