

# Andrew Carter

*Snoqualmie, WA USA*

[ascarter.io](http://ascarter.io)

[github.com/ascarter](https://github.com/ascarter)

Experienced Engineering Manager with a history of working in the online media industry. Skilled in mobile applications, application servers, web applications, and cloud development.

## Experience

Web Engineering Manager, [Flipboard](http://flipboard.com), Seattle, WA (2014 - Present)

Engineering manager for flipboard.com and content management services

- Platform services developer and architect
- AWS deployment and organizational strategies
- [Flipboard.com](http://Flipboard.com)
- Publisher services
- Creator product design
- User analytics and statistics (millions of records per day)
- Security, spam, and abuse mitigation services
- Mobile clients including iOS, Android, and Windows Phone
- Built web team based in Seattle
- Linux, Mac OS X, Go, Java, Javascript, Node.js, CoffeeScript, React, Angular, Ruby on Rails, Windows

Senior Software Engineer, [Amazon Web Services](http://Amazon Web Services), Seattle, WA (2013 - 2014)

Early stage software developer and architect for [AWS Lambda service](http://AWS Lambda service).

- Product definition
- Security analysis and design
- Core infrastructure software development
- Built Node.JS and Java runtime
- Detailed technical design
- Extensive integration with Linux kernel subsystems
- Mentoring developers
- Cross-team dependencies
- Linux, Mac OS X, C, Ruby, Python, Node.js, Java, AWS services

### Principal Developer, [Hulu](#), Seattle, WA (2010 - 2013)

Lead engineer and architect for Hulu Seattle R&D office.

- Established Seattle development office
- Acting director for Seattle development office (10 engineers)
- Recruiting and hiring for software engineers, program managers, designers, and office staff
- Architect and lead developer for Automation platform
- Architect and developer for Hulu Plus on television devices
- Primary developer for Hulu AppleTV application
- Developer on mobile platforms including iOS and Android
- Linux, Mac OS X, Ruby on Rails, Python, Javascript, Objective-C, Java

### Senior Software Engineer, [Getty Images](#), Seattle, WA (2007 - 2010)

Lead Developer and architect for photo and video web services.

- Architect/principal developer for [content submission portal](#) and [Flickr](#) integration
- Portals reduced time to market from 90 days to hours
- Designed and implemented VMWare based production environment
- Introduced Ruby on Rails which is currently a large part of Getty Images web development
- Member of Getty Images architecture working group
- Linux, Mac OSX, Ruby on Rails, Javascript, Apache, Passenger, Mongrel, MySQL, VMWare

## Director, RogueSheep, Seattle, WA (2007)

Server and web technology director

- Content workflow management system utilizing Adobe InDesign Server
- Mac OS X, Cocoa, Carbon, C, C++, Objective-C, Ruby on Rails, Javascript

## Software Developer/Architect, Jobster, Seattle, WA (2006 - 2007)

- Performance and scale lead
- Architect for Jobster Web Services using REST and XML/JSON formats
- Backend services for recruiting, bulk mail, and social network
- Database tuning and scaling modifications
- Linux, Java, Ruby on Rails, Oracle, MySQL

## Web Services Development Manager, Pure Networks, Seattle, WA (2005 - 2006)

Development manager for Pure Networks online services

- Managed team of five software developers
- Managed cross-team dependencies with operations and client applications teams
- Data center and service topologies
- Released Network Magic 2.0 and 3.0
- Windows, Mac OS X, Linux, Java, PHP, Tomcat, Hibernate, MySQL, Objective-C, C

## Senior Software Engineer, SourceLabs, Seattle, WA (2005)

- Wrote SourceLabs CERT7 methodology statement
- Designed and implemented certification protocols
- Implemented certification frameworks including automation, database services, and web interfaces
- Analysis of open source projects and stacks
- Java, C, Python, PHP

Software Design Engineer, [Microsoft](#), Redmond, WA (1995 - 2005)

Over ten years of service on several different products as software engineer.

- Xbox Live (2004- 2005) - Real time statistics including True Skill rating system
- SQL Server (2001-2004) - Senior developer on replication team including Oracle integration
- bCentral (2000-2001) - Small business web portal, real time messaging
- SQL Server (1998-2000) - Interfaces team for ODBC, OLEDB, BCP
- SQL Server (1995-1998) - Lead SDE/T for query processor testing team with 4 direct reports
- Windows, C, C++, C#, .NET, SQL

Staff Consultant, Andersen Consulting, Seattle, WA (1994 - 1995)

- Real-time billing application for McCaw Cellular/AT&T Wireless
- C, C++, SQL, NeXTSTEP, HP-UX

Intern, Microsoft, Redmond, WA (1992 - 1994)

- Macintosh Excel product support and test engineer

## Education

- Bachelor of Science Electrical Engineering, *University of Washington, Seattle, WA (1994)*
- Game Development Certification, *University of Washington Extension, Bellevue, WA (2004)*

## Awards

- Microsoft Ten Year Service Award (2004), *Microsoft, Redmond, WA*
- Dean's List for High Scholarship (1990, 1994), *University of Washington, Seattle, WA*
- Undergraduate Merit Scholar (1989), *University of Washington, Seattle, WA*

## Organizations

### Seattle Xcoders (2004-present)

- Co-organizer for [Seattle Xcoders](#)
- Designed and manage web site <http://seattlexcoders.org>