

Christopher J. McDonald

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Web-based Resume: <http://wraithan.readthedocs.org/>

MISSION:

Write open source software in order to make the software community and, more generally, society better than how I found it.

TECHNICAL SKILLS:

Platforms:

- Developed on Linux, OSX, and Windows.
- Experience deploying to a variety of Linux distributions.

Software:

- Experienced with a large variety of VCSs, issue trackers, and project management software.

Programming Languages:

- 5+ years experience with Python, JavaScript, and SQL.
- 2+ years experience with C++, Perl, PHP, Java, and Lua.
- 1+ years experience with Haskell, C, and C#.
- Have played with many others including Common Lisp, Ruby, Go, and Clojure

Databases:

- 3+ years experience with PostgreSQL
- 2+ years experience with MySQL and Redis

EXPERIENCE:

Aquameta LLC, Portland OR

March 10 – Feb 12

Senior Software Developer

- Helped to implement, maintain, and extend a large Django application that powered 3 sites.
- Utilized large amounts of caching and offloading using Redis and Celery.
- Upgraded Django between major version twice. From 1.1 to 1.2 and 1.2 to 1.3.
- Pushed for large amounts of testing, resulting in hundreds of unit and integration tests being written and maintained.
- Wrote and maintained one click deployment scripts using Fabric.
- Interfaced with clients regularly to gather and clarify requirements for features.

Parthenon Software Group, Portland OR

Sept 09 – Nov 09

Software Developer

- Updated unit tests, allowing for more confidence that application was correct.
- Met with clients to discuss and advise on what course to take for re-designing their software.
- Implemented feature requests, fixing existing bugs in the module while adding the feature, resulting in cleaner, better documented code.
- Participated in “brainstorming” sessions concerning design/testing details for various project.

Took time to focus on software projects

Aug 08 - Sept 09

Criticalpath Software, Portland OR**May 08 - Aug 08*****QA Tester***

- Wrote and executed test plans, tracking progress and reporting defects.
- Worked with a team to decide on software milestones and requirements.
- Set up many different hardware/software configurations for testing.
- Wrote a tool using C++ to generate data for testing.
- Assist in delegation of various portions of testing to help train new members of the team prior to product release.

Pacific Bells, Portland OR**Feb 07 - May 08*****Shift Manager***

- Managed a crew of up to 8 members.
- Trained new employees and assisted in training new managers.
- Revived some cleaning procedures that not only made maintenance easier, but improved the quality of food.
- Ensured a high quality customer experience through coaching of team members and setting a good example.

Took time to focus on software projects while looking for work***Aug 06 - Feb 07*****Transim Technology, Portland OR****Dec 05 - Aug 06*****Intern SW Developer***

- Cleaned up and maintained several in-house tools written in Perl, Java, and PHP for processing and displaying circuit schematics.
- Created a GUI for two of the in-house tools so that non-technical staff could assist in processing schematics that needed human interaction.
- Implemented a secure login system with detailed permission setup.
- Documented all of the above mentioned work, along with a large portion of a Java based webserver back-end.

GROUPS & AFFILIATIONS:***PDX Python***

- A group of Python Developers that meet once a month to discuss various projects and libraries. I occasionally give talks at this.

SE Portland Coder's Night

- A group that I started that meets every week to work on projects, discuss technology and generally be social.

PERSONAL PROJECTS:

- Contribute to and help support Read the Docs, a site for hosting software documentation written in Django.
- Wrote an IRC bot using micro-services, a custom protocol, and using Redis's pub/sub for a communication transport.
- Participated in aichallenge.org's competition with an entry written in Python using PyPy.
- Battery monitor plug-in for XMobar written in Haskell to learn the language and help an open source project.
- Contributed to an open source game engine written in lisp by making how primitives are drawn a bit more intuitive and map more directly to how the underlying OpenGL implementation does it.