Christopher J. McDonald

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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 build and maintain multiple large Django sites that were served out of the same code base.
- Utilized large amounts of caching and offloading using Redis and Celery.
- Pushed for large amounts of testing, resulting in hundreds of unit and integration tests being written and maintained.

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.
- Confirmed inventory and cash counts precisely.
- 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. The majority of the group is web developers.

PDX Django

- A group much like PDX Python but focusing mainly on Django.

PERSONAL PROJECTS:

- Worked with two others on a website for #archlinux-code on irc.freenode.net. The website is for weekly programming challenges. Using Python and Django on this project.
- Synput is an application I am working on for managing "to-do lists". It is in early development but is advancing quickly. Also using Python and Django.
- Battery monitor plug-in for XMobar written in Haskell to learn the language and help an open source project.
- Updated a couple third party modules for Django to be Django 1.2 compatible.

- Contributed to a 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.