Ingo Richter

21296 Highland Drive
Castro Valley, California/Bay Area
CA 94552
424-261-5271
ingo.richter@gmail.com

Twitter
ingorichter
LinkedIn
ingorichter
github.com
ingorichter

SUMMARY

I am an experienced agile software engineer with a proven track record of delivering innovative open source and closed source products on Windows, macOS, and iOS. I actively code in c/c++, Objective-C, and JavaScript/node.js on Windows and macOS. I am an expert in software delivery automation and advocate for CI/CD. I have used Jenkins/Huson for 8+ years to help teams getting their software built. I enjoy learning new languages and tools. I spent the time to improve my knowledge on Go, Swift, and Kotlin. I used Docker to run a Bot on my Raspberry Pi. I delivered high-quality and innovative products like Brackets, Edge Code, Adobe Photoshop Device Preview, Adobe Creative Suite, Flash Catalyst and Adobe Experience Design (aka Adobe XD).

EXPERIENCE

Adobe Systems Inc. – *Sr. Computer Scientist/Web P&A*

July 2015 - Present
Working on Sparkler aka Project Comet aka Adobe Experience Design (XD).
C/C++/cxx/Objective-C/JavaScript

- Helping the On-Boarding Team on Adobe Experience Design (XD) to drive customer growth
- Guided the Adobe Experience Design Team to implement the initial Device Preview for iOS
- Provided input and support for the XD DevOps team to build a reliable CI/CD solution

Adobe Systems Inc. – *Sr. Computer Scientist/Web P&A*

February 2015 - June 2015
Worked with a small dedicated team to develop an innovative and high-quality Feature for Adobe Photoshop

- Led the development of the communication protocol to enable Photoshop and mobile devices talk to each other
- Contributed code to the iOS app (Xamarin) to preview design content from Photoshop
- Developed and maintained the CI/CD automation system

Adobe Systems Inc. – *Computer Scientist/Web P&A*

March 2013 - January 2015
Worked with agile team on Brackets. Adobes first open source project

- Added missing features for Brackets Linux version (native menus, file system functions)
- Developed Logfile Analysis for Adobe Brackets Extension Registry to measure Extensions popularity
- Contributed to Code Linting infrastructure of Brackets
- Implemented Creative Cloud Authentication for Adobe Edge Code
- Designed and Maintained the automated build process for Brackets and Edge Code on OSX, Windows, and Linux

Adobe Systems Inc. – *Computer Scientist*

May 2012 - February 2013
Worked for a small dedicated team to improve the performance of the ActionScript VM

SKILLS

Web Development
HTML, CSS, Javascript, React

Programming
JavaScript, React Native, Node.js, Java, C/C++, C++/CXX, C#, Objective-C, Groovy, Python, X-Platform development, Windows 10 UWP

Agile
Scrum, TDD/BDD, Kanban

Software Design
OOA/OOD, UML

Automation/DevOps
Jenkins, Ansible, Build Automation, Process Automation, Configuration Management

VCS
git, subversion, perforce

EDUCATION

Staatliche Gewerbeschule G18
Information Technology
June 1995

FH Darmstadt
Computer Science
May 2002

PUBLICATIONS

- *Introducing Brackets – An Open*

- Led the development of performance framework for new ActionScript VM
- Automated the test execution on iOS devices

Adobe Systems Inc. – *Computer Scientist/Release-Automation Engineer*

May 2011 - April 2012
Worked on the Flex Production Engineering Team

- Developed tools to support the Engineering and Testing workflows
- Focus on automating everything along the production process; this includes build systems, test systems, and the release process

Adobe Systems Inc. – *Computer Scientist/Release-Automation Engineer*

August 2010 - April 2011
Helped the Adobe Flash Catalyst Team to deliver the product on time and in high quality

- Implemented the CI build process
- Setup automated Installer build process and DVD media generation
- Developed and implemented branching strategy with the Engineering Management

Adobe Systems Engineering GmbH, Germany – *Senior Computer Engineer, Project Lead*

January 2009 - September 2010
Design and implementation of a distributed build and performance system to improve the overall product quality. Design and implementation of new features for the Adobe Service Infrastructure on Windows and OSX in C++ and ActionScript 3

- Designed and implemented a native authentication mechanism for the Adobe Service Infrastructure in C++ on Windows and OSX as a replacement for the Java solution to reduce memory consumption and startup time
- Mentored and trained new team members
- Added sRGB Support to the Adobe Service Infrastructure
- Developed iPhone Application during Innovation Week

Adobe Systems Engineering GmbH, Germany – *Engineering Manager*

January 2004 - December 2008
Led a team of 4 developers to work on the presentation and communication layer of Version Cue Server

- Led the IPv6 transition of Version Cue Server
- Introduced MDA to the team. In this context retrofitted the existing SOAP layer to be automatically generated from our existing UML model
- Conducted technical evaluation to integrate Adobe Bridge in the Version Cue Server for thumbnail creation and XMP manipulation
- Implemented a replacement for the current user management feature in Version Cue administration web-application with Adobe Flex Framework
- Implemented LDAP functionality for VersionCue Server
- Implemented SSL functionality for VersionCue Server
- Developed tool to generate release notes for a particular build from the Perforce change list comments

Adobe Systems Engineering GmbH, Germany – *Engineering Manager*

January 1999 - December 2003

Contributed to the Web Publishing System, GoLive Web Workgroup Server, and Version Cue Server

- Created and maintained automatic build system based on CruiseControl
- Implemented the backup feature for Version Cue Server
- Created Perl based testing framework to use for regression testing of the WebDAV server
- Introduced Jython to Version Cue QE to improve automatic testing of Version Cue Server
- Introduced code coverage to improve the quality of the existing code base
- Developed tool to convert Eclipse project files into Ant build that were used by the automatic build process

Adobe Systems Engineering GmbH, Germany – *Engineering Manager*

January 1999 - December 2003

Contributed to the Web Publishing System, GoLive Web Workgroup Server and Version Cue Server

- Created and maintained automatic build system based on CruiseControl
- Implemented the backup feature for Version Cue Server
- Created Perl based testing framework to use for regression testing of the WebDAV server
- Introduced jython to Version Cue QE to improve automatic testing of Version Cue Server
- Introduced code coverage to improve the quality of the existing code base
- Developed tool to convert Eclipse project files into Ant build that were used by the automatic build process