

Ingo Richter

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.

EXPERIENCE

Adobe Systems Inc. – Sr. Computer Scientist/Creative Cloud Experience

June 2019 - Present

Working on mobile iOS Creative SDK. C/C++/Objective-C

- Improved In-App purchase/Commerce feature to save integration time for clients
- Designed CSDK related API for dynamic payroll support
- Improved the analytics data collection to help clients get better usage data

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

October 2017 - Present

Working on Adobe XD. C/C++/CXX/Objective-C/JavaScript

- Designed and implemented an In-App messaging system to drive customer growth
- Designed and implemented deep linking for Adobe XD on Windows 10 and macOS.
- Guided the Adobe Experience Design Team to implement the initial Device Preview for iOS
- Rebuild the welcome screen for Adobe XD with react native and typescript

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/C#) 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

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Twitter

ingorichter

Blog

Personal Blog

LinkedIn

ingorichter

github.com

ingorichter

HackerRank

ingo_richter

SKILLS

Web Development

HTML, CSS, JavaScript, React

Programming

JavaScript, Typescript, webpack, React Native, Node.js, Java/JDK, C/C++, C++/CXX, Objective-C, 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, Perforce

EDUCATION

Staatliche Gewerbeschule G18

Information Technology

June 1995

FH Darmstadt

Computer Science

May 2002

Worked for a small dedicated team to improve the performance of the ActionScript VM. Tooling written in groovy

- 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

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

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 using Java/JDK

- 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
- Implemented LDAP functionality for VersionCue Server

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
- Developed tool to convert Eclipse project files into Ant build that were used by the automatic build process

PUBLICATIONS

- *Introducing Brackets – An Open Source Code Editor for Web Developers*, Safari Books Online Introduction to Brackets Code Editor