Resume

Hi, I’m Rob Murdock. I’m a software programmer, team lead, process coach, and process improvement philosopher. I don’t like wasting time, so this resume will start with the bottom line.

### Hire me if you want:

* Someone ready to get their hands dirty to solve problems and improve systems.
* A steady advocate for improved collaboration, trustworthiness, speed, and fast value.
* A constant teacher for leveling up team members, with a deep toolkit of everyday-learning techniques.
* An experienced perspective regarding “Agile” and “Extreme programming” practices, based on 15 years of applying, teaching, and tweaking them.
* Someone passionate about understanding the core value of the work, and building the core value into every step of the process.
* A counselor for helping teams work through interpersonal or career issues while still moving a project forward.

### My primary work passions are

* Building valuable products
* Creating thriving, resilient teams
* Pushing new boundaries in successful collaboration.

### Proficiencies

15 years of programming experience in diverse set of domains (desktop, server-side web, client-side web, embedded, service APIs).

Skilled at rebuilding an application incrementally without adversely affecting functionality. Legacy rescue, system upkeep.

#### Languages

##### Extremely strong

Java, Javascript, Kotlin, C#, Typescript, Go

##### Meaningful experience

C, Swift, C++, Python, SQL/NOSQL variants, CSS.

#### Technologies

##### Extremely strong

Docker, React, Dropwizard, Spring, cloud deployment platforms (PCF, AWS, Kubernetes-likes), Gradle, multi-platform Kotlin, webdriver, CSS, REST style APIs, node.js

##### Meaningful experience

GraphQL, MQTT, cloud-based MQTT (such as AWS-IoT), SSO and authentication APIs, OAuth, JWT.

#### Practices and Techniques

##### Extremely strong

Test-driven development, automated testing at all system layers, continuous integration / branching strategies, continuous delivery, pair-programming, work prioritization in multiple styles (kanban, sprints, etc), cadence meetings (stand-ups, demos, planning), minimum-viable-planning (short term + long term), multi-disciplinary collaboration, application architecture, build+deployment pipeline design, smaller-scale service architecture

##### Meaningful experience

Remote pair-programming, larger-scale service architecture, API design (library and endpoints)

### Career So Far

Senior Developer - Menlo Innovations, 2005-2014. This includes work on: High-performance scientific data collection/analysis software (systems + UI), Distributed Work Assignment Systems, Management/Administration Systems, Android + iOS development. Generally, targeted product development for a variety of clients.

Principal Artisan - Pillar Technology / Accenture, 2014-2020. This includes work on: Authentication Systems (legacy and modern), Customer-facing Automotive Menu applications, Payment services, API, and SDKs, Solutions Conception for overhauling field support tools. Generally, a mix of new product work and maintenance of enterprise software.

### More

If you want to learn more about how I think, I’ve written a number of essays and papers that are available online, on subjects related to software development, collaboration, team structure, and more. There are available at <https://robertfmurdock.github.io>.

### Contact

Email: robert.f.murdock@gmail.com

Twitter: zegreatrob

Experiment before you implement!

* Rob