CARTER MOODY

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EDUCATION

California Polytechnic State University Bachelor of Science: Computer Science

TECHNICAL SKILLS

Languages (Greatest to Least Proficiency): C++, Python, C, C#, Java, SQL, Racket, R, VBScript, Assembly, HTML Project Based Work: Game Design, GUI Design/Creation, Arduino, RaspberryPi, API Integration Certifications: Scaled Agile Framework (SAFe) Certified Scrum Master; SAFe Certified Product Owner Other: Git SCM, Azure DevOps Server, Gitlab, Agile, Visual Studio Code, Visual Studio, Xilinx Vitis/Vivado, WindRiver Workbench, VxWorks, AdobeXD, Speech, Technical Writing, Windows, Linux, CMake

WORK EXPERIENCE

Software Engineer II - Raytheon Technologies - Tucson, AZ

- Developed, maintained, and supported cutting edge embedded real-time SW solutions for missiles using C/C++
- Led a diverse team of 15 SW engineers as Scrum Master from detailed planning, through execution, and demo
- Developed pipelines in YAML and automation scripts in Bash which save 10+ hours per week of SWCM & QA time
- Worked with business leaders and customers to translate needs into planned, actionable Agile stories
- Created detailed technical documentation including software test plans, procedures, and training material
- Provided timely, meaningful feedback in code reviews to ensure the integrity and progress of several repositories
- Mentored junior developers by providing cross-discipline training, code stub creation, and pair programming
- Recognized by three distinct awards from senior leadership for exceptional dedication to program commitments
- Contributed to several entire SW release cycles with minimal supervision including (but not limited to):
 - Requirements creation and high-level system design review with external customers and SMEs
 - Test driven development of emulated and embedded software solutions to verify requirements coverage
 - Integration of embedded SW solution with FW & HW in the lab with EE's and FW engineers
 - Creation of SW test plan/procedure, and subsequent pass of Engineering Qualification Test
 - Proof of SW capability and compliance at three completely successful integration events at the customer site

IT Systems Technician - United Staffing Associates - San Luis Obispo, CA

- Created containerized, cloud-hosted company intranet using modern industry platforms in HTML and JavaScript
- Designed and deployed a replacement ticketing system which increased team productivity and reduced ticket time
- Demonstrated extreme attention to detail and work ethic by serving over 200 customers daily

Technical Support Analyst - CygNet Software - San Luis Obispo, CA

- Provided scripting assistance to SCADA operators nationwide using VB Script and SQL
- Communicated customer needs to SW/HW engineers to support the design and development of production SW
- Created internally published knowledge base articles and training material for other employees

PASSION PROJECTS

Live Interactive Bird Feeder - This project is Live! Check it out at <u>voutube.com/@Carter_Moody</u> September 2019 - Present

- Established wireless communication between Arduino, RaspberryPi via RF module using C++, Python, and Bash
- Utilized websockets and public API's to digest real-time cryptocurrency blockchain updates using Python
- Automated authentication and use of Google API to digest and reply to updates in YouTube live chat
- Developed asynchronous solution to balance multiple update sources and maintain minimal latency for the end user
- Educated SW community by documenting detailed process and steps in public open source repo for others to clone

Real-time Strategy Game - At Home Project

- Learned from scratch how to leverage the Unity IDE for fast and effective C# development
- Practiced object oriented implementation including inheritance, polymorphism, encapsulation, and abstraction

San Luis Obispo, CA Graduated April 2021

June 2019 - December 2019

April 2021 - Present

June 2017 - April 2020

May 2020 - Present