




BENJAMIN CARTER

SOFTWARE DEVELOPER

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professional summary

Driven leader and innovator with extensive experience as CEO & Developer at B&D Corporation in addition to Software Developer 2 at Megasys Hospitality Software. Excelled in product management, leading to the development and launch of a comprehensive software suite. Demonstrated proficiency in back-end development and Agile methodologies, significantly enhancing software performance and client satisfaction. Skilled in fostering team collaboration and delivering impactful technological solutions.

skills

- Agile development methodologies
- Performance Optimization
- Back-end Development
- Product Management
- API Integration
- Database Management

experience

Mar 2020 - Present

CEO & DEVELOPER

B&D Corporation, Tulsa, OK

- Oversaw operational activities related to budgeting, forecasting, accounting, financial reporting and audits.
- Established effective communication systems throughout the organization to ensure transparency and collaboration at all levels.
- Analyzed financial performance data to make informed decisions regarding investments and other capital expenditures.
- Developed strategic plans designed to reach ambitious growth targets while maintaining profitability margins.
- Developed and launched a comprehensive software suite dedicated to Grooming Salons, with another product planned for Veterinary services.

Feb 2014 - Present

SOFTWARE DEVELOPER 2

Megasys Hospitality Software, Tulsa, OK

education

Expected graduation **Apr 2025**

COMPUTER SCIENCE & WEB FULL STACK DEVELOPMENT IN COMPUTER SCIENCE CANDIDATE

Atlas,
Tulsa

Relevant Coursework

C Programming Language
Python
CSS/SaSS/Bootstrap
Javascript

- Collaborated with other software developers on design, development and testing of programs.
- Designed and coded new software or modified existing software to add new features.
- Designed and implemented various web-based applications for clients.
- Optimized code for better performance, scalability, reliability, security and maintainability.
- Performed debugging tasks to identify root cause of errors or malfunctions in existing systems.
- Implemented APIs to integrate with external services and expand application functionality.
- Participated in technical discussions and meetings, providing valuable insights and solutions.
- Participated in code reviews, providing constructive feedback and fostering knowledge sharing within development team.
- Conducted unit testing, integration testing, and system testing to ensure code functionality and application quality.
- Utilized object-oriented programming (OOP) principles and design patterns to write clean, maintainable, and reusable code.
- Communicated effectively with technical and non-technical audiences, translating complex technical concepts into clear and concise language.
- Leveraged version control systems like Git for code management, collaboration, and efficient project history tracking.
- Participated in the full software development life cycle (SDLC) from requirements gathering through system implementation.
- Analyzed user needs and software requirements to determine feasibility of design within time and cost constraints.
- Traveled throughout the country to install, configure and train thousands of users on the Software basics, as well as some advanced features.

references

links

Github: <https://github.com/bcart01v>

LinkedIn: <https://www.linkedin.com/in/benjamin-carter918/>

projects

Project: Shell

Project Goal: Recreate the default Terminal in a simple way.

Technologies Used: C Programming Language.

We were tasked with recreating the standard computer Terminal with C, only a simpler version. I, as well as my partner, laid out the groundwork of how to tackle the project. I took half of the functions the terminal was meant to reproduce and my partner took the other half.

Project Link: https://github.com/chapmanhunt4/holbertonschool-simple_shell

Project: Hacksprint

Project Goal: Create whatever we want with what we've learned. We decided to create a video game.

Technologie Used: Godot, C#, Python.

We decided to create a point and click game. I took the role as the backend engineer / 3D design, my partner did the frontend / UI design.

Project Link: <https://github.com/clay-creates/HackSprint>