

TERRENCE E. CARTER

SENIOR SOFTWARE ENGINEER

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PROFESSIONAL SUMMARY

Senior Software Engineer with over a decade of experience executing software project developments and life cycles. Direct software engineer teams into translating system architecture and product requirements into well-designed and implemented software components per industry best practices. Develop architected modules and software systems to support new technology and improve new software and application functionality and efficiency. Stay abreast, integrate, and research new tools, and technologies to maintain the software development eco-system on the cutting edge for embracing microservices development and deployment models.

SKILLS & COMPETENCIES

Software Design, Software Testing & Implementation, Code Validation, Web Application Development, Algorithms, Project Management, Software Documentation, Software Architecture, Database Management, Problem Analysis & Abstraction, Advanced Troubleshooting, HTML, C++, Python, SQL, Google Analytics, C#, Objective-C, Swift, Kotlin, Basic, Java, UnrealScript, Lua, HTML, SAS Macro, MS Office Suite.

PROFESSIONAL EXPERIENCE

Senior Software Engineer | Ruby | 2020 – 2023

- Implemented the functionality and logic of the application from Objective-C programming language to Swift's syntax and features within 5 months, optimizing application performance by reducing runtime errors and crashes.
- Collaborated with QA and technical leadership to establish requirements, ensuring stability and robustness of overall system architecture and product requirements.
- Developed end-to-end software test frameworks, test suites, and tools, validating product-specific features and use cases.
- Optimized and fine-tuned 6 applications' performance on iOS and Android platforms by employing a bug-tracking system to track issues and feature requests for each platform.
- Coached and mentored 6 junior engineers, championing software quality through solid principles, clean code, and tests for mobile applications.

Software Engineer | Pure Chat | 2015 – 2020

- Partnered with the design and QA team, establishing UI development pipelines and feature requirements, ensuring stability and robustness of 4 mobile apps rated 4+ stars out of 5.
- Integrated SignalR into the development phase of end-users interfaces to facilitate real-time web functionality for web applications, building interactive and dynamic applications across a wide range of domains.
- Researched fundamental issues and implemented appropriate algorithm solutions to fix software bugs, increasing end-user satisfaction and improving interface usability and efficiency.
- Designed, coded, tested, debug and implement solutions for system development and enhancements, emphasizing quality, test-driven development, meeting stakeholders' needs.
- Developed documentation, flowcharts, layouts, and code assets to promote the development of high-quality software design and architecture.

Software Engineer | Retailer Web Services | 2013 – 2015

- Developed, optimized, and integrated software components in the software stack, creating responsive and interactive web applications.
- Led code reviews in performance testing and optimization across target device platforms and managed code repositories, optimizing applications' performance.
- Streamline applications and software functionality by orchestrating process improvements and best practices through new tasks automation integration during the coding phase and via appropriate tools and scripting.
- Investigated complex software issues' root causes, refining development practices, tools, and workflows that led to more efficient and effective software development cycles.

ADDITIONAL WORK EXPERIENCE

Mobile Developer | Voice Media Group | 2011 – 2013

EDUCATION & CERTIFICATIONS

Bachelor of Science in Game Programming | University of Advancing Technology