Adam T. Carpenter

Summary

Devoted, attentive computer science professional adept at customer relations, team leadership, and critical problem-solving with a strong framework in algorithms, mathematics, and cross-platform programming.

Contact Information

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Experience

Application Developer Trainee | June 2018 - July 2018 | Automatic Data Processing

- Constructed a web-based application for fulfilling I-9 forms
- Worked in a Scrum team of seven in two-week sprints
- Assisted in the construction of an Oracle database, Java API, and AngularJS client
- Made use of technologies such as Git, Spring Boot, QueryDSL, and JUnit

Technology Support | February 2016 - May 2018 | College of William and Mary

- Responsible for diagnosing and resolving hardware and software issues campus-wide
- Provided assistance for clients in person at help desk and over the phone
- Repaired and replaced faulty hardware in student laptop computers
- Performed software and network configuration on student, faculty, and staff machines

Software Developer | August 2017 - December 2017 | College of William and Mary

- Expanded upon open-source software for testing hybrid Android applications
- Member of small development team working in Scrum sprints of two weeks

- Implemented new features that used Selendroid to control Android web views
- Worked with Java, SQL, Selendroid (Selenium), GitLab, and the Android SDK
- Explored practices of continuous integration/continuous deployment

Systems Programmer | January 2017 - May 2017 | College of William and Mary

- Created Tic-Tac-Toe game with multiplayer support over a network
- Constructed client and server ends from scratch in C
- Utilized UNIX socket programming for datagram and INET stream data transmission
- Built a GUI for the game using TCL/TK

Education

The College of William and Mary, Williamsburg, Virginia | August 2014 - May 2018

- GPA 3.61
- Dean's list seven out of eight semesters
- Favorite areas of study: systems programming, software engineering
- Favorite class: CSCI 427 Computer Graphics
- Extracurricular project: President (3 years), level designer for the Video Game Design Club at W&M

Machine Languages

Proficient	Familiar
C	Perl
C++	Haskell
Java	SQL, PL/SQL
HTML, CSS	TypeScript
Python	
JavaScript	

Skills

	Soft	Hard
Data structures		Problem-solving skills
Algorithms		Communication
Logical mathematics		Critical thinking
Computer architecture, memory		Leadership skills
Network configuration		Customer relations
Adobe CS		Creativity
Adobe Premiere		
Autodesk Maya 2016		
Linux server administration		

Passions and Hobbies

Automotive restoration

I fully disassembled, restored, and rebuilt a 1953 Hudson Hornet with my father in our home garage. Together, we rebuilt the engine, restored and painted various parts and components, and reassembled a running, driving classic automobile. It has successfully completed a 3,000 mile road trip from Virginia to Ohio and Chicago without a hitch.

Linux home server

I built my own home server out of spare PC parts to act as file storage and web hosting. It boasts a ZFS filesystem, Plex media streaming, Nextcloud self-hosted cloud storage, a Duplicati backup destination, and an Apache web server. It is relatively automated and supports automatic filesystem snapshots and unattended system upgrades.

Retrocomputing

I collect, study, and tinker with vintage/obsolete computers such as the Commodore 64 and Apple II. I repair them, attempt to understand their architectures, and do minor programming on them.