

John McCarthy

Senior Programmer
C++, PHP, 3D Graphics

Contact

Address
San Diego , CA , 92121

Phone
(858) 309-2719

E-mail
john@mccarthy.net

www
http://johnmccarthy.ca

Skills

PHP, C++, CPP, LAMP, MySQL, NoSQL, MongoDB, JavaScript, HTML, HTML 5, JQuery, JSON, MVC, Symfony, 6502/80x86, Machine Language, Assembly, Scrum, Agile, Unix, Linux, Server Admin, Apache, Photoshop, CSS, Drupal, Wordpress, Ajax, XML, E-Commerce.

Proficiency

MySQL/PHP
Very Good

C++
Excellent

Linux
Good

Leadership
Very Good

Videos

SnackMan
1982 Commodore 64
https://youtu.be/Fde3FTpy56U

Target-X
1986 Commodore 64
https://youtu.be/-pP6374K1Q8

Outer Ridge
1995 PC Game
https://youtu.be/12HXapm7mdY

Fortified 3D
1996 Shareware Game
https://youtu.be/1Dxoh4x1Z-U

N64 Hot Wheels
Hot Wheels Turbo Racing
https://youtu.be/ufs5ZpkZLzY

Spectre BBS Demo
Assembly demo for BBS
https://youtu.be/CFKzftwJDM

Dobermann
1996 PC/PS1/SEGA
https://youtu.be/foMQjxEknE

3DVECT39.zip
86/386 Game Engine
https://youtu.be/ufUL6H2XlyGY

Keywords

3D
6502/80x86
AI
AJAX
API
Agile
Ajax
Apache
Art direction
Assembly
Atari
Brand strategy
C++
CPP
CSS
Content creation
Conversion
Database
Database Design
Database management
Debugging
Drupal
E-commerce
Electronic Arts
Encryption
Frameworks
Game Design
Graphics
HTML
HTML 5
JQuery
JSON
JavaScript
LAMP
Linux
MVC
Machine Language
Marketing
MongoDB
MySQL
Network
Network Implementation
Nintendo
NoSQL
OpenGL
Optimization
Orange CRM
PC platform
PHP
Photoshop
Playstation
Product development
Programmer
Programming
REST
SCEA
Scripts
Scrum
Server Admin
Sony
Sony Interactive
Sound
Symfony
TCP/IP
Team lead
Tools
UDP
Unix
Video
Website design
Websites
Wordpress
Wordpress Plugins
XML

Objective

Seeking a senior-level, full-time role in software development within a well-established organization.

With over three decades of experience in the software development realm, I have honed my skills to excel in both coding and team management across various stages and sectors of software development. My expertise encompasses a wide range of areas from theoretical design to practical implementation. I have played pivotal roles in developing and advising companies on numerous successful projects. My approach is detail-oriented, ensuring high-quality outcomes, while meticulously avoiding feature creep to deliver projects within time and budget constraints. My diverse experience includes working on large teams for major platforms like Playstation, PC, and Nintendo, as well as independently bringing products from inception to completion. This broad spectrum of experience equips me with a profound understanding of what it takes to produce successful, timely, and technically sound products.

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Extended Resume

2024-01 Present **Freelance Contractor (Upwork, Fiverr, Freelancer, Toptal, PeoplePerHour, Guru)**
PHP Developer
Key Contributions: Delivered contract-based PHP development services across multiple platforms. Specialized in custom backend logic, WordPress plugin development, and full-stack PHP projects for international clients.

- Built and maintained PHP-based web applications
- Developed custom WordPress themes and plugins
- Performed MySQL database optimizations
- Integrated REST APIs and 3rd-party services
- Managed client communications and deliverables on Upwork, Fiverr, and other platforms

2022-03 2024-01 **Specialty Produce**
PHP/Web developer
Key Contributions: Designed and implemented customer-facing features for the Specialty Produce website.

2019-11 2022-03 **Remote Consulting**
PHP/ASM/Wordpress
Key Contributions: Provided remote debugging and development services for a diverse range of projects and clients.

2017-10 2019-11 **Limitless Ventures**
Senior PHP Developer
Key Contributions: Enhanced websites and developed tools for sales growth. Skills utilized included Linux, PHP, MySQL, Wordpress, Salesforce, JavaScript. Significant achievements include creating custom Wordpress plugins and managing database systems.

- Created custom Wordpress plugins
- Worked with Salesforce data API
- Database management

2017-05 2017-08 **Reach Local.com**
Senior PHP Developer
Key Contributions: Added features to a business intelligence corporate sales portal. Delivered the project successfully and on schedule.

2016-02 2017-04 **Thales Group, INC.**
PHP Developer
Key Contributions: Developed an in-flight applications purchasing portal. Implemented security protocols, improved UI, and managed MySQL databases.

- Implement security protocols for PHP portal.
- Debug current portal and improve interface.
- Add UI features for airlines to help manage their portfolio of products.
- JavaScript effects to improve overall look and feel of application
- MySQL database management and write stored procedures for access.
- Server side tracking and customer acquisition logging.
- HTML, JavaScript, JQuery, File Uploading, PHP, MySQL, Apache.

2015-11 **Zuppon.com**
Lead PHP Developer
Key Contributions: Led the development of nearly 100 customized social networks for various groups and interests.

2013-03 **GGW Brands (Girls Gone Wild)**
PHP Developer
Key Contributions: Developed database tools, integrated OrangeCRM, and customized osCommerce.

2010-11 **TipCity.com**
PHP Developer
Key Contributions: Handled complete development and management of the website's technical aspects.

2010 **Atari, INC.**
PHP, C++ Developer
Key Contributions: Developed an online game server for product registration and authentication.

2005-07 **RentYourDot.com**
Developer and Owner
A content creation site driven by search results and website templates provides small to medium webmasters with instant websites combined with Adsense ads.

Major accomplishments with RentYourDot 404 PHP driven remote webpage construction, tools for content collection and keyword content customization

RentYourDot.com hosted more than 49,000 websites, spread across approximately 100 servers, with more than 25 million unique individual webpages, and handled up to 120,000 visitors a day.

2004-06 **Sonic Speedsters.com**
Producer and Programmer
"Sonic Speedsters" is a C++ OpenGL, multiplayer peer-to-peer PC video game and sales portal. Responsible for all code, all network implementation, all tools, sound engine and sound effects, music composition, file compression and WAD system, UDP protocol network connection and internet game posting, network peer-to-peer and encryption code, all front end, game design, graphics importation and tools, animation formats and scripts, localization (game is also available in German), box art, art direction, testing, and installation. Was also responsible for hiring graphic artists for the 3d models and the front end artwork.

Project included a UNIX C++ network game posting server, chat server, with serial number validation and hack protection. The server allowed users to create games where others can join in to play.

Was also responsible for all website design, graphics, PHP scripts, obtaining traffic, payment solutions accepting credit cards and sending confirmation emails, serial number generation, members area validation, wallpapers, revshare affiliate programs, and misc advertising items.

2004 **Knowledge Solutions New Delhi**
Contract Author for "Game Development in 7 steps"
Co-wrote four chapters for a game development textbook. Articles included "Designing game modules", "Networking your classes", "Engine Design and 3D", and "Bringing it all together". The textbook was designed to be used in conjunction with classroom instruction.

1999-03 **Sony Computer Entertainment of America (SCEA) (San Diego)**
Senior Programmer (Playstation 2)
Major accomplishments included working as programmer on "The Mark of Kri" for Sony Computer Entertainment of America (San Diego, California). Minor accomplishments include being lead programmer for "Bots", a 3D, 3rd person shoot-em-up for Playstation 2. Also programmed a complete sound library for PS2. Was also network programmer for "Heros", a 3rd person character-in-city style game for PS2

1998-99 **StormFront Studios (San Rafael, California)**
Senior programmer for "Hot Wheels Turbo Racing" (Nintendo 64)
Lead Programmer for the StormFront Studios Nintendo 64 project. Major responsibilities were for the 3D engine, all 3D tools, world importation and optimization, display list encoding and compression. Also responsible for overseeing one other programmer. Hot Wheels Turbo Racing is packed with courses that mimic the plastic tracks of your childhood, including loops, corkscrews, criss-crosses, and the danger charger.

1996-97 **Visiware (Paris, France)**
Programmer for the SEGA Saturn Console
Lead programmer for two titles on the SEGA Saturn.

- Lead programmer responsible for conversion of the commercial PC game "Le Dobermann" to the SEGA Saturn. Major responsibilities included programming entire 3D engine, all 3D tools, sound tools and base system code. Code was organized into generic function templates and system code where I was responsible for programming all the functionality required for those functions.

- "Discovery" - a multimedia magazine browser, also for the Saturn. Software package consisted of a "browser" and scripts that would allow user to navigate menus and view videos or read articles. The software was then included in Sega oriented gaming magazines as a bonus pack. New articles and videos were provided each month.

1996-97 **Ticsoft (Karlsruhe, Germany)**
Lead Programmer for "Fortified 3D" (PC platform)
A 2.5D game consisting of defending earth from invading stealers using various castle mounted weapons. Responsible for all planning and delegation of duties for both programming and graphics. Handled product development from conception to finished product including - game AI, level design, menus, user setup, etc.

1995-96 **Self-produced "Outer Ridge"**
80486 Assembly Programmer (PC platform)
Produced and developed a 3D Space Shoot 'em up game. Game was programmed entirely in assembly including a MOD music player, 3D engine, sprite explosions and enemy AI. Responsible for all graphics, all code, all everything.

1981-84 **Self-produced "SnackMan"**
6502 Assembly Programmer (Commodore 64)
Produced and developed 3 titles for the Commodore 64 - Snackman, Target-X, and PsychoPath. Also produced a powerful Machine Language Monitor (MLM). I place this on my resume, as it was my first commercial product, when I was only age 14. Coded entirely in assembly.

Since at the time I was only 14, I continued with grade school, High school, College and Mechanical Engineering.

References

Richard Excoffier
richard.excoffier@gmail.com

Bryon Monroe
bryanmonroe@yahoo.com
858-414-3347

John Hughes
gimmieguy@yahoo.com
619-887-2822

Education

6502 Assembly Programming
George Brown College, ONT

Mechanical Engineering
Seneca College, ONT

Interests

Professional Ballroom Dancing, Film Production, Toastmasters, Photography