

Chris Morris

Experienced Agile Software Developer

chrismo@clabs.org

Summary

Senior Software Developer with well rounded experience developing object oriented client/server applications for Windows, process automation and agile process management. Interested in TDD, object oriented design principles and open source.

Employed on a wide range of applications including an interactive 3D rendering engine, timecard processing, unattended Windows services and responsible for coding and supporting a public SDK for interfacing with custom hardware. Roles have included coding, quality assurance including custom integration test automation, team leading and process training.

Portfolio available: <http://clabs.org/resume.htm>

Specialties

C#, Java, Ruby, Delphi. CVS, SVN, TeamCity. SQL Server, Oracle. Windows API, WFC, Windows Forms. JUnit, NUnit, Ant, NAnt, Spring.NET.

Experience

Sr. Developer at FedEx Office

August 2009 - Present (4 months)

Working with a team of Improving Enterprises consultants on a project to help merge retail and commercial web products (<http://printonline.fedex.com> and <http://docstore.fedex.com> respectively).

President at cLabs, Inc.

August 2008 - Present (1 year 4 months)

cLabs, Inc. is my own S-Corp I contract through.

Sr. Developer at CROSSMARK

August 2008 - July 2009 (1 year)

Worked with a team of developers on the integration of a business unit acquired from another company. Major contributions included developing two key pieces of the system, the first being a rewrite and enhancement of a survey authoring tool, written in C#/Windows Forms and hosted as an ActiveX control. This piece included object-oriented design and analysis, coding and a full suite of test automation.

The second piece was a web-based survey engine for end-users to execute surveys built by the builder tool. I created a custom automated build solution with Rake and MSBuild to recompile code

from a Window Mobile project in order to re-use the same survey engine on the web. Along with the core engine, a stateless wrapper had to be fashioned to allow the single-user, stateful handheld engine to be used in a web environment. Work included a simple UI front-end, using jQuery and ASP.NET Web Services which emulated the feel of handheld, for the benefit of both survey authors and end-users which could use either the handheld or the web to report the surveys.

Re-using the handheld code also benefited the project from a QA perspective, as the test rigs I built for the web engine were also helpful in uncovering bugs in the mobile project. The test automation included a rig which analyzed and executed every path through a bank of test surveys, plus a custom load test rig to flush out problems under stress.

Minor contributions included technical oversight at the onset of the project and issue management for the handheld team during a beta period. In addition, I gave a presentation on SOLID Objects.

Sr. Developer at eInstruction

December 2003 - July 2008 (4 years 8 months)

OOP design for desktop application originally written in J++ and recently ported to C#. Also responsible for SDK for interfacing with our custom hardware, written in Java and cross-compiled to .NET via IKVM.NET.

In addition, I built from scratch automation infrastructure for unit testing, builds, code reviews, version control (CVSNT), mostly in Ruby. Starting in Fall 2007, transferred continuous integration from custom build automation to TeamCity 3.0. Also started in early 2008 transferring version control to Subversion.

6 recommendations available upon request

Sr. Developer at Snelling Staffing Services

February 1999 - December 2003 (4 years 11 months)

Primary Project: DocuTIME Timecard Entry System. Sole developer for most of the project during my time there. DocuTIME is an add-on product to EmpACT for timecard entry and transmission into a custom PeopleSoft import process for cutting paychecks and invoicing. The DocuTIME system included an automated server (multi-threaded NT Service) called DocuTIME Gateway for the processing of incoming data. Applications were written in Delphi with SQL Server and Oracle back-ends. By the end of 2003, over 175,000 timecards and 50 million dollars in money paid had been processed through DocuTIME.

A large percentage of the DocuTIME codebase was retrofitted with automated unit and acceptance tests during my time there.

Other work details available on request.

EmpACT Product Site: <http://www.eempact.com>

2 recommendations available upon request

Lead Developer at EPRI

July 1996 - February 1999 (2 years 8 months)

As one of the original developers of TIMS (electric utility application to record, transmit and store inspection data of transmission line assets), I was chiefly responsible for interactive 3D graphics programming and object-oriented development in Delphi for Versions 1.0 through 2.4. The field app was designed for hand-held pen-based systems. Responsibilities included GUI design and implementation, relational database structure design and implementation, SQL programming, installers, build engineering and eventually lead developer on a team of 5.

TIMS Product Site: <http://www.3-gis.com/products/tims.html>

Sr. Programmer Analyst at Associates

July 1995 - July 1996 (1 year 1 month)

General Microsoft Access and Visual Basic development in support of a few departments. Work included an application to store scanned images of forms for an ordering catalog and a Branch Expense and Analysis application for a team of auditors which included data synchronization between remote databases via a custom add-in library for Access for 2-way replication of database objects (queries, forms, reports).

MIS Manager at VideoPlus

July 1993 - July 1995 (2 years 1 month)

Responsible for all in house development (Visual Basic), Microsoft Access database administration, network administration and software support.

Designed and developed Access System to store reservations for purchased broadcasting time on 2 satellite transponders owned by company. System featured versatile GUI for reviewing reservations. Designed and developed Access application to replace a proprietary Order Entry system. Designed and developed the SDACC System (Satellite Dish Aiming Coordinate Calculation System) in Visual Basic. System calculated dish aiming coordinates based on zip code.

Education

University of North Texas

Bachelor of Music in Jazz Studies, 1989 - 1992

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8 people have recommended Chris

"Chris developed a client server application for Snelling that tied the staffing CRM to PeopleSoft to allow employee time, customer billing information, and adjustments to be entered and interfaced to PeopleSoft Payroll and Billing. The application was used for 8 years and was a great success. Upon implementation the application reduced the time to process payroll and billing in the offices by 40%. Chris is one of the best developers I've worked with over the years and would be a valuable asset to any organization."

— **Robert Wakefield**, *Vice President Information Technology, Snelling and Snelling, Inc.*, managed Chris at Snelling Staffing Services

"Chris is an incredible asset to any software development group. His abilities as a programmer are unquestionable, but he brings so much more to the team than just a knack for programming. At eInstruction, Chris was instrumental in raising the bar of both our development methodologies and our Testing practices. He was a major contributor to improving the quality of our flagship application as well as improving the quality of our processes in general."

— **John Moore**, *V. P. Applications Development (and Development Operations)*, *eInstruction*, managed Chris at eInstruction

"Chris is a strong proponent of Agile practices and has been instrumental in getting effective tooling in place at eInstruction. I've learned some great Windows Debugging tricks from working with Chris."

— **Tony Mocella**, *Senior Consultant, Improving Enterprises*, worked indirectly for Chris at eInstruction

"Chris's work is, quite simply, first-rate. There's no aspect of object-oriented programming that Chris hasn't mastered, from design and architecture, to low-level details. He elevates the quality the developers around him, is collegial and team-oriented, conscientious and ridiculously productive. That pretty much covers it."

— **Dave Sims**, *Senior Developer, eInstruction*, worked directly with Chris at eInstruction

"I had the opportunity to utilize some of the work done by Chris. We immediately started a rapport

and Chris was always available to address my questions and concerns. I would not have been successful without his support."

— **Craig Neuwirt**, *Principal Consultant, Improving Enterprises*, was with another company when working with Chris at eInstruction

"Chris is exactly the kind of software engineer you want on your team: the kind that gets things done at work, but also spends his own time staying up on the latest technologies. I learned a lot from working with Chris while having a blast on the team we both were part of!"

— **Paul Nelson**, *Sr. Software Engineer, eInstruction*, worked directly with Chris at eInstruction

"I can easily recommend Chris for being a well rounded developer with expertise in a variety of areas. He's knowledgeable and determined in his self-motivated work producing excellent and thorough solutions to every problem. His enjoyment in technology and drive for improvement help him be an excellent developer exceeding expectations of management and co-workers alike."

— **Bear Cahill**, *Software Engineer, eInstruction*, worked directly with Chris at eInstruction

"Chris is an A candidate with a thirst for learning new technologies. He also has great character, which is breath of fresh air these days"

— **Melanie Kirk**, *President, Recruiter, Empyrean Consulting, Inc.,* managed Chris at Snelling & Snelling, Inc.

[Contact Chris on LinkedIn](#)