

Martin Barker

Music Archivist and Software Developer

Seattle, Washington

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[Personal Website](#), martinbarker99@gmail.com, [LinkedIn](#)

Seattle-based DJ and audio archivist, developing music tools and cross-platform projects such as [RenderTune](#): a ffmpeg video rendering application available on macOS, Windows, and Linux stores. Proficient in C++, Qt, and Python, I've released my audacity scripting Python3 Pip package [vinyl2digital](#), which automates audio exporting.

With extensive experience in maintaining and enhancing software, I am well-equipped to support the C++ development for Audacity, ensuring new features and greater stability.

AREAS OF EXPERTISE

- C++
- DotNet Development
- Audacity Scripting
- Javascript
- Electron
- Qt
- C#
- FFMPEG
- Python

PROFESSIONAL EXPERIENCE

Philips Ultrasound

Senior DevOps / Software Developer

Bothell, WA

February 2022 - May 2024

- Developed .NET applications in C# / C++, integrating GitHub API and SQL databases, enhancing functionality and code management.
- Led the migration from IBM RTC to Azure DevOps, streamlining project management processes.
- Managed NuGet/Artifactory packaging, ensuring efficient build/test/release of .NET applications.
- Implemented GitHub Actions for CI/CD pipelines, enhancing deployment automation and reliability.

Alaska Airlines

Software Developer Contractor

Seattle, WA

September 2021 - November 2021

- Developed and maintained .web and mobile products, improving user experience and functionality.
- Increased accessibility scores for web/mobile products, ensuring compliance with industry standards.

Bungee Tech

Software Engineer

Seattle, WA

January 2020 - August 2021

- Developed continuous integration and health monitoring in AWS, maintaining system reliability.
- Enhanced front-end features, enabling users to filter, export, and sort millions of data rows.
- Managed PostgreSQL databases and queries, ensuring data integrity and performance.

EDUCATION

Oregon State University

Bachelor's Degree - Computer Science / Cybersecurity

September, 2015 - July, 2019

ADDITIONAL SKILLS

- Software applications of ethnomusicology to improve digitization / preservation of media.
- Object oriented programming, problem solving, cross team collaboration and efficient code reviewing.
- Writing scalable, maintainable code following standard practises and styling conventions.