

Carter Price

Software Engineer

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Reno, NV

github.com/carterprice2

in/carter-price

EXPERIENCE

Software Engineer · Inflight (first engineering hire)

Jun 2025 – Present

Remote

Built an offline LLM evaluation harness using LLM-as-judge across five quality dimensions; drove seven tuning iterations over a 36-PR, 33-repo corpus, lifting design guides 4.06 → 4.61 and code guides 4.22 → 4.55.

Instrumented LLM analytics across the Claude proxy and guide agents — multi-turn traces plus a per-user token ledger with effective-dated pricing and org-level spend attribution.

Shipped an AI workspace assistant with tool calling, streaming, and hybrid vector + keyword retrieval behind a feature-flagged rollout.

Built agent-driven visual PR review on playwright-mcp with agentic preview spin-up across six language ecosystems; published the company Claude Code plugin and MCP server.

Sole engineer alongside the CTO across a TypeScript/Hono/Bun API, a React web app, and a SwiftUI macOS client.

Lead Engineer · YCU (profit-share partnership)

Jan 2026 – Present

Sole engineer on a live consumer app: Expo/React Native for iOS and Android plus Next.js 16, on a Turborepo/pnpm monorepo backed by Supabase.

Built LLM safety classification for user-generated content — group chat, video and challenge comments — with an admin moderation queue.

Implemented dual billing across Stripe and Apple IAP with trials, entitlements, and partner codes.

Owned Apple App Review compliance across 50+ releases; live on the App Store.

Staff Software Engineer, Manufacturing Test · Figure

Feb 2025 – Jun 2025

San Jose, CA

Built the base manufacturing test framework for humanoid robot production.

Automated actuator end-of-line testing.

Modeled capacity and resource planning across production lines.

Redwood Materials

Jul 2022 – Feb 2025

Reno, NV

Software Engineering Manager Aug 2024 – Feb 2025

Led the controls architecture team; set engineering standards and tooling.

Drove the control system rollout for a cathode active material plant.

Staff Software Engineer Nov 2023 – Aug 2024

Built advanced process control for non-linear dynamic variables.

Led sensing hardware and software integration.

Sr. Software Engineer Jul 2022 – Dec 2023

Built proprietary inline vision for real-time quality inspection on a live production line.

Developed metrology for copper foil equipment.

Optimized recycling sorter software.

Sr. Software Engineer · Tesla

Mar 2021 – Jun 2022

Reno, NV

Built high-voltage controller functional testers for vehicle production lines, improving cycle time, robustness and coverage.

Owned system architecture and test specifications across multiple vehicle test platforms.

Served as scrum master for a five-person cross-functional team.

Automation & Robotics R&D · Georgia-Pacific

Mar 2019 – Mar 2021

Trained a deep learning object detector for autonomous forklifts.

Built a drone RGB + thermal computer vision pipeline for industrial asset anomaly detection, combining clustering with deep learning detectors.

Developed a ROS-based multi-robot sensor system streaming visual, thermal, acoustic and gas data to AWS.

Graduate Research Assistant · Georgia Tech — RICAL

Aug 2018 – Jun 2020

Used mobile robots and drones for rapid 3D scanning of construction sites to monitor build progress.

Built real-time offshore crane visualization in Unity driven by live encoder data.

Field Application Engineer · Dynamic Solutions

Jul 2016 – Jun 2018

Irvine, CA

Engineered custom and standard automation solutions for biotech, industrial and defense customers, including nuclear and extreme environments.

Sized and selected precision motion control systems.

Provided pre- and post-sale support across SCARA and 6-axis collaborative arms, controllers, drives, machine vision, linear and rotary motors, industrial PCs and HMIs.

EDUCATION

Georgia Institute of Technology

2018 – 2020

MS Computer Science — Specialization: Robotics & Perception

California Polytechnic State University

2011 – 2016

BS Mechanical Engineering — Concentration: Mechatronics

SKILLS

AI & LLM Systems	LLM evaluation & LLM-as-judge rubrics · Prompt engineering · Agent & tool-calling architectures · MCP · RAG (vector + keyword) · LLM observability & cost attribution · Anthropic API · PostHog
Software	TypeScript · Python · Swift/SwiftUI · Go · C++ · React · Next.js · React Native/Expo · Hono/Bun · Node · Linux
Data & Infrastructure	Supabase/Postgres (schema design, RLS, migrations) · Docker · GitHub Actions · Railway · Cloudflare Workers · Trigger.dev · Ansible
Product & Delivery	End-to-end feature ownership · Stripe & Apple IAP billing · App Store release & review compliance · Product analytics · Feature flags · Agile/scrum
ML & Perception	PyTorch · Keras · scikit-learn · OpenCV · Cognex · Computer vision · DL object detection · Sensor fusion
Robotics	ROS · SLAM · Path & motion planning · Forward & inverse kinematics · Point clouds (PCL) · RGB-D · LIDAR · Thermal · Laser profilometry
Controls & Systems	Feedback control (linear & non-linear) · Advanced process control · Systems modeling · MATLAB/Simulink · EtherCAT · CAN · Modbus
Test & Manufacturing	Functional test framework design · EOL test automation · Metrology · Vision system design · Motion control · Robot programming (UR, Precise) · SolidWorks CAD