

Peter Schlichting

Developer at Google

Summary

In elementary school I was getting suspended because I refused to stop selling sour balls on the play ground during recess. When I was in 6th grade I built side scrollers on my TI-82 calculator during english (I still spell poorly). By 8th grade I tried building MechWarrior in Visual Basic (it ran slow). Building things is my passions, and I feel lucky to get to play full time.

I'm currently working on training big data ML models and featurizing more data to improve Ads.

Specialties: web development, starting cool projects, generalist who can focus.

Experience

Developer at Google

May 2011 - Present

Founder

February 2010 - June 2011 (1 year 4 months)

I'm creating a game company which uses location as a core part of game mechanics for mobile devices.

Software Developer at Hidden City Games

April 2008 - February 2010 (1 year 10 months)

I have been involved in projects from design through development on small teams. I recently co-developed an online adventure game for our popular brand Bella Sara. My several projects at the company include tools for content localization used by international partners, UI revamps, security analysis, database design and maintenance, webservice development, client UI development, and development of a build system. I've additionally helped build a Game Developer Kit which third parties used to build games and integrated their games into our systems.

Software Development Engineer at Microsoft

2006 - 2008 (2 years)

* UI Platform (Scenic)—building a UI platform for Windows to allow better graphics and animations in Windows. Allow easier implement of UI which adheres to standards and facilitate better developer-designer workflow. Delivered several different pluggable components to partner teams. Built prototypes for comparison purposes and gathered requirements from designers to ensure the UI could enable the features desired.

- * Card-based UI in C#—throwing out old metaphors for computer interaction, I took part in a project building a simpler, more intuitive UI model for computer interaction.
- * Search Center (Casino) – Building highly scalable and componentized searching system to be used by arbitrary search feeds and presenting results efficiently.

Research and Development at Epic

July 2005 - January 2006 (6 months)

Worked in scripting languages (VB for client / Mumps for backend) developing software within the Identity group for hospitals to make patient data accessible anywhere. Projects included a new way of passing interprocess data on the backend, improving security for sensitive information like Social Security numbers, and reporting tools using SQL Server.

Education

University of Washington

Masters, Computer Science, 2010 - 2013

University of Illinois at Urbana-Champaign

BS, Electrical and Computer Engineering, Minor Business, 2001 - 2007

Augustana College

BA, Computer Science & Physics, 2001 - 2006

Crystal Lake South Hs

1996 - 2001

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[Contact Peter on LinkedIn](#)