PETER SAVARESE

Software Engineer

4 267 844-3532

▼ Telford, PA

petersavarese02@gmail.com

github.com/MyDimeIsUp

linkedin.com/in/peter-savarese

SUMMARY

My passion is to create unique systems that are intuitive and efficient. I have focused and gained experience in various environments such as team projects, deployment schedules, and collaboration at my current position.

EXPERIENCE

Software Engineer

After Hours Community and Games

¹ 05/2021 - Ongoing

Remote

Responsible for the design and implementation of content additions and bug fixes, optimizing existing systems, and scheduling/leading team meetings to discuss improving player experiences.

Notable Achievements:

- Designed and deployed a new core database that stores data in DynamoDB and allows for a more secure and dynamic way to retrieve and manipulate data
- Reduced traffic 78% by moving server downloads onto Steam Workshop with dynamic downloading system and increased player loading time by 22%
- Overhauled Garry's Mod git repository CI/CD deployment for dev and production branches for easier team collaboration

Network and Systems Engineer

La Salle College High School

Responsible for implementing network changes, diagnosing network problems, and assisting faculty and students with technical problems. Gained knowledge of multiple Microsoft systems/services, Cisco Meraki, and earned Microsoft certifications.

Notable Achievements:

- · Maintained network of over 1,500 users and 3,000 network devices
- Assisted in full stack network overhaul that upgraded 50 switches and moved 75% on-premises services to the cloud
- Assisted in preparation of laptops and other hardware for TechServe community outreach in 2018 and 2019

EDUCATION

B.S. Computer Science

West Chester University of Pennsylvania

1 08/2021 - 05/2025

High School Diploma

La Salle College High School

1 08/2017 - 05/2021

LANGUAGES

Lua	Java	C#	PHP	Python
SQL	HTML/CSS		JavaScript	

TECHNOLOGIES

Visual Studio | Atom | Git | .NET | AWS | Cisco Meraki | Proxmox | Azure | Active Directory