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# Lilah Ingvaldsen

## Senior Software Engineer

Portland, OR

[lilah.ingvaldsen@gmail.com](mailto:lilah.ingvaldsen@gmail.com)

## SKILLS

Golang, C++, Clojure, Ruby, Java, JavaScript, C, Python, Amazon S3, Docker, Nomad, GitHub Actions, Puppet, Unix, Git, Scrum/Agile

## WORK EXPERIENCE

### **GitHub, San Francisco, CA** - *Senior Software Engineer*

MAY 2018 - PRESENT

- Develop platform and infrastructure services in Go to support and enable internal teams and enterprise customers
- Lead development of a new internal service providing a unified, abstracted API for easy, platform-agnostic object storage across multiple cloud providers like AWS and Azure
- Lead maintenance of a complex legacy service that handles cloud and clustered on-disk object storage. Have made numerous improvements to the service to better meet user needs while working closely with support teams to solve issues encountered by some of our largest enterprise customers
- Previously led development of a service providing an API to allow Git to support very large monorepos. Worked closely with product teams and customers to ensure needs were being met
- Previously a maintainer of the open-source Git LFS project

### **TT Games, Knutsford, Cheshire, UK** - *Game Mechanics Programmer*

MAY 2016 - FEBRUARY 2018

- Worked with artists, animators and designers to implement offline and networked game mechanics in a highly complex, legacy C++ codebase
- Worked closely with others to meet tight deadlines while helping to drive process changes such as scrum and code reviews
- Designed and developed well-received mechanics for games like *LEGO Marvel Super Heroes 2* and *LEGO Dimensions*
- Helped onboard new hires and provided technical mentorship to several junior engineers

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## **Puppet, Portland, OR** - *Software Engineer*

JUNE 2014 - APRIL 2016

- Developed open-source and enterprise server applications in Clojure, Ruby, and Java
- Wrote a new parser for [HOCON](#), an open-source configuration language. Collaborated closely with the creator, and enabled standardization on HOCON for configuration across Puppet's various products
- Worked on an automated code-management application that leveraged Git to sync Puppet code across multiple machines. Application remains in use today

## **Exterro, Beaverton, OR** - *Software Engineering Intern*

MAY 2013 - AUGUST 2013

- Worked with full time engineers in JavaScript to develop a greatly improved re-implementation of a dated, legacy web application
- Was in charge of implementing a mobile version of the application using JQuery Mobile. Mobile application was fully implemented by the end of the summer

## **EDUCATION**

### **University of Portland, Portland, OR** - *B.S. of Computer Science*

Graduated May 2014

## **GITHUB**

While my current GitHub profile is available at

<https://github.com/pastelmobilesuit>, my work prior to 2018, including most of my open-source contributions, is available on my old GitHub profile at <https://github.com/MSLilah>.

## **WEBSITE**

Many of my independent games are also available on my website,

<https://lilah.io>.