
Lilah Ingvaldsen

Software Engineer

Portland, OR

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SKILLS

Golang, C++, Java, Clojure, Ruby, JavaScript, LISP, C#, C, MIPS Assembly, Unity, Python, Perl, ActionScript 3, Puppet, XNA, Flixel, Unix, XML, Git, Subversion, Visual Studio, Android, Scrum/Agile

WORK EXPERIENCE

GitHub, San Francisco, CA, USA - *Software Engineer*

MAY 2018 - PRESENT

- Work to develop backend services in Golang to support various pieces of functionality on the GitHub.com website
- Currently the lead maintainer of a service to handle uploads and downloads of various pieces of user content, including avatars
- Currently contributing to a company-wide solution to cloud object storage written in Golang
- Previously the tech lead on a backend Golang service to allow Git to work well with large monorepos
- Responsibilities have included writing code, architectural decisions, leading meetings, code review, work planning, and working closely with external stakeholders and customers

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

MAY 2016 - FEBRUARY 2018

- Worked with artists and designers to implement offline and networked gameplay in C++, largely for character and level-based mechanics
- Responsibilities included writing code, implementing new mechanics, creating UI, fixing bugs, optimization, and speaking with designers, artists, and other programmers to garner and implement feedback
- Wrote gameplay involving procedural terrain, boss fights, visual effects, physics, combat, networking, and cameras
- Mentored multiple Junior Engineers, and took the lead on several important mechanics

Puppet Inc., Portland, OR, USA - *Software Engineer*

JUNE 2014 - APRIL 2016

- Developed open-source and enterprise server applications in Clojure, Ruby, and Java
- Responsibilities included writing code, documentation, and tests; reviewing code; design decisions; and cross-team collaboration
- Worked on an application written in Clojure to sync Puppet code across multiple machines using Git
- Worked with open-source community members to get feedback, make improvements, and fix bugs
- Wrote a parser for a complex superset of JSON (HOCON) in an external open-source library while collaborating with the author, and have the second-highest number of commits against the project

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

MAY 2013 - AUGUST 2013

- Worked with full time engineers to develop a web application in JavaScript
- Responsibilities included writing code, creating and modifying UI with HTML and CSS, attending Scrum meetings, and fixing bugs
- Was the main developer responsible for the mobile version of the web application, in addition to working on the desktop version

EDUCATION

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

Graduated May 2014

GITHUB

Much of my work is available on my Github at

<https://github.com/pastelmobilesuit>.

WEBSITE

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

<https://lilah.io>.