Peter Lavigne

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WORK EXPERIENCE

Verily (Formerly Google Life Sciences), Cambridge MA — Aug. 2022 - Present
Software Engineer III
- Collaborated with teams across the Broad Institute, the NIH, and Vanderbilt to develop tools for the All of Us program, enhancing the security and accessibility of the world's largest genomic dataset
- Spearheaded numerous multi-sprint, full-stack projects, from engineering design and requirements gathering to successful implementation, significantly improving product functionality and user experience
- Proactively migrated the application's authentication solution from a deprecated Google-specific library to standard OAuth 2.0 and OIDC, ensuring uninterrupted service and application continuity
- Designed and implemented our new user survey, initiating a steady stream of user feedback that empowered the team to better understand and meet user needs
- Introduced a process to reduce tech debt sprint-over-sprint, directly leading to significant improvements such as package upgrades and test infrastructure enhancements
- Increased test suite reliability by strategically converting flaky end-to-end tests to equivalent unit and integration tests
- Maintained a commitment to transparency and openness in my work, much of which is publicly accessible and can be viewed here

AppFolio, Inc., Santa Barbara CA — May 2020 - Apr. 2022
Software Engineer II
- Augmented a machine learning system with a rules system to achieve 65% automation of a previously manual task done thousands of times per day
- Reduced invalid user contact info by 83% by creating data diagnostics tools for users
- Converted applications to React and Typescript to improve interactivity and productivity
- Gave two company-wide technical demos
- Improved processes and reduced team's bug count through organizational prowess

Sigma Surgical, Remote — Jan. 2020 - May 2021
Software Engineer
- Encoded entire AWS infrastructure in Terraform, allowing engineers to create separate production and development environments
- Created the web client for the flagship app using React and Redux
- Added search functionality to the app using Elasticsearch and AWS lambda

AppFolio, Inc., Santa Barbara CA — Jan. - May 2019
Software Engineer Co-op
- Converted a legacy budgeting page to React and added new functionality
- Improved usefulness of customer feedback by moving it into a searchable database

Tamr, Inc., Cambridge MA — Jan. - June 2018
Software Engineer Co-op
- Implemented core features of a full stack testing infrastructure including performance alerting to

Slack, automated testing in a CI server, a custom JUnit test runner, and a database for test metrics

PROJECTS

Orakyubu | A video game about 2D puzzles in 3D space
- 10,000+ plays and 98% positive ratings on the Steam marketplace
- Total development time of ~400 hours with feedback from 25 playtesters

EDUCATION

Northeastern University, Boston, MA   Class of 2020
Bachelor of Science in Computer Science

SOFTWARE KNOWLEDGE

Languages: Javascript / Typescript, Python, Java, Ruby
Software/Frameworks: React, Spring, Ruby on Rails, CircleCI, AWS, GCP, Docker, Terraform