

# Peter Lavigne

[github.com/Peter-Lavigne](https://github.com/Peter-Lavigne)

| [linkedin.com/in/peter-lavigne](https://linkedin.com/in/peter-lavigne)

## WORK EXPERIENCE

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Verily (Formerly "Google Life Sciences"), Software Engineer III

Aug. 2022 - Present

- 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., Software Engineer II

May 2020 - Apr. 2022

- Achieved 65% automation of a manual task done thousands of times per day by augmenting a machine learning system with a rules system
- Gave multiple company-wide technical demos, including one on early generative AI tooling
- Reduced invalid user contact info by 83% by creating data diagnostics tools for users
- Introduced bug triage and prioritization process, significantly decreasing our bug backlog

Sigma Surgical, Software Engineer

Jan. 2020 - May 2021

- Enabled engineers to create separate development and production environments by encoding entire AWS infrastructure in Terraform, increasing productivity and reducing risk
- 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., Software Engineer Co-op

Jan. - May 2019

- 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., Software Engineer Co-op

Jan. - June 2018

- Implemented features of a full stack testing infrastructure, such as CI config and Slack alerts

## PROJECTS

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[Orakyubu](#), puzzle video game

- 15,000+ downloads and 98% positive ratings on the Steam marketplace
- Collected feedback from 25 playtesters

## EDUCATION

## **SOFTWARE KNOWLEDGE**

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Languages:

Javascript, Typescript, Python, Java, Go, Ruby

Software/Frameworks:

React, Spring, LLMs, Ruby on Rails, AWS, GCP, Terraform