Peter Lavigne

github.com/Peter-Lavigne | linkedin.com/in/peter-lavigne

WORK EXPERIENCE

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

Aug. 2022 - Present

- Led implementation of a GDPR-compliance project, coordinating between vendors, NIH stakeholders, and security teams, to expand product access to international researchers, enabling them to access the world's largest genomic dataset (the "All of Us" dataset)
- Transformed testing infrastructure, improving CI success rates from 31% to 91%, reducing suite execution time from 40 to 21 minutes, and cutting CI costs by 58%
- Drove architectural decisions enabling my team to cut two weeks from each release cycle
- Improved developer productivity across teams by optimizing build systems (minutes to seconds) and reducing on-call alert noise from 42 to 3 weekly notifications
- Cultivated engineering excellence by leading book clubs (software design, testing), delivering talks (OAuth/OIDC, CI/CD), and authoring essays (architecture, monitoring best practices)
- Want to evaluate my work firsthand? Many of my contributions were open source

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
- Taught classes on testing practices, such as what TDD is and when it is most and least useful
- Reduced invalid user contact info by 83% by creating data diagnostics tools for users
- Established a bug triage and prioritization process, significantly decreasing our bug backlog

Sigma Surgical, Software Engineer

Jan. 2020 - May 2021

- Enabled engineers to separate development and production environments using Terraform
- 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

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

Orakyubu, puzzle video game

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

EDUCATION

Northeastern University, Boston, MA. Bachelor of Science in Computer Science.

Class of 2020

SOFTWARE KNOWLEDGE

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