

Peter Lavigne

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Full-stack software engineer with eight years of professional experience, primarily focused on developer productivity, test reliability, and AI applications.

WORK EXPERIENCE

Verily (Formerly "Google Life Sciences"), Software Engineer III Aug. 2022 - Jul. 2025

- Led project expanding access to the world's largest genomic dataset, coordinating between vendors, the NIH, and security teams, by migrating to GDPR-compliant dependencies
- 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%
- Engineered an LLM-powered utility that transforms Jira bug reports into ready-to-use database seed data, accelerating bug reproduction and boosting developer efficiency
- 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)
- 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
- Established a bug triage and prioritization process, significantly decreasing our bug backlog

PROJECTS

AI-Powered Tooling Jul. 2025 - 2026
(sabbatical)

- Built coding agent for personal use; faster and cheaper than Claude Code
- Created LLM-powered newsfeed focused on tracking AI-driven changes to coding practices
- Automated grocery ordering, including item search and selection based on preferences
- Learned how to test and iteratively improve software systems that use ML foundation models

[Orakyubu](#) (video game) 2021

- 15,000+ downloads and 98% positive ratings on the Steam marketplace

EDUCATION

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

SOFTWARE KNOWLEDGE

Languages: Python, Typescript, Java, Ruby, Go

Software/Frameworks: React, Ruby on Rails, Spring, LLMs, AWS, Terraform