Peter Lavigne

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

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