Peter Lavigne

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WORK EXPERIENCE

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 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

Checksum Tech, Remote Sep. - Nov. 2018
Web Developer
- Fixed Shopify sites using HTML and CSS

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 97% 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, Ruby, C#, Java
Software/Frameworks:	React, Ruby on Rails, AWS, Terraform, Unity