Peyton Thibodeaux

Denton, Texas, United States



peyton.t131@gmail.com



2259780597



linkedin.com/in/peyton-thibodeaux

Summary

For as long as I can remember I have always been fascinated by technology and how it works. I have a passion for development and an eagerness to learn as much as I can.

I work as a software engineer at Centene and I'm currently finishing up my senior year at the University of North Texas, majoring in computer science. Every day I develop software for either work, school, or personal projects and enjoy every moment of it. I'm so glad I'm able to develop and use technology each day to solve new and interesting problems.

In my spare time, I like to attend various hackathons to develop awesome applications over weekends. I also enjoy tutoring computer science subjects to introduce students to the field. Another area of interest is playing various board games, especially ones involving a level of strategy to them.

If you want to know more about me, send me a message through LinkedIn

Check out what I've been working on recently.

Github: github.com/Peyton232 Email: Peyton@thibs.dev

Experience



Software Engineer II

Bestow

Jun 2022 - Present (6 months +)

Software Engineer II

Centene Corporation

Nov 2021 - Jun 2022 (8 months)

Worked on large-scale healthcare back-end applications and API's with millions of users

Managed data transmission using Kafka consumer producer architecture

Developed a new microservices API used for patient authorization information in order to de-couple older data types and optimize data transmission between multiple applications

Utilized tools such as Go, Kafka, Kubernates, AWS, MongoDB, Grafana, and SQL

6

Protocol Engineer

Sonr

Jan 2022 - Apr 2022 (4 months)

Architected the scalable middleware solution for blockchain operations via the Sonr SDK utilizing Go services hosted in Kubernetes clusters

Utilized Cosmos development tools to perform blockchain operations

Built out the Sonr SDK to ease the development of Dapps

Webmaster

UNT Robotics and Aerospace

Aug 2020 - Apr 2022 (1 year 9 months)

Contributed to a broad engineering organization focused on developing student's skills in engineering and robotics

Responsible for maintaining the untrobotics.com site by developing new features, approving pull requests, and manage a team of over 30 webmaster assistants

Built a web socket that allowed students to control a robot remotely through the untrobotics.com site for the annual Botathon Event

Collaborated with our team to deliver fundraising through our eCommerce site untrobotics.com/merch with an uptime of over 99.9%

Senior Back End Engineer

Agglo (Stealth Mode)

Jun 2021 - Feb 2022 (9 months)

Delivered a highly scalable backend in Golang, MongoDB Atlas, and GraphQL to production for our flagship product, TagMatch

Participated in daily stand-up meetings in an Agile working environment

Developed an advanced matching algorithm utilizing a weighted tree structure

Created a backend delivery and CI/CD pipeline through Digital Ocean and Docker for our staging and production deployments

Consulted with frontend engineers and helped take the product from ideation to production

Private Tutor

Varsity Tutors, a Nerdy Company

Nov 2020 - Feb 2022 (1 year 4 months)

gave 1 on 1 tutoring to over a dozen different students on a weekly basis

taught subjects such as computer science, calculus, linear algebra, discrete math, C++, python, web design, data structures and algorithms

Telecore Software Engineer

Telecore

May 2021 - Nov 2021 (7 months)

Worked with multiple telecommunication systems with a codebase largely comprised of C++

created a proof of concept for a header file tracking system for the company codebase stored in Perforce

Improved and optimized internal company ASP site

Automated aspects of hardware testing utilizing various scripting languages like Python and Perl

Lead developer of a new webform on an ASP site that is used to generate quality assurance test reports sent out to vendors

Responsible for software maintenance on a large-scale security related project inherited from a previous coworker

Designed and implemented validation scripts that automated regressive testing and saves company resources

UNT Web Developer

University of North Texas System

Oct 2019 - Aug 2021 (1 year 11 months)

Maintained hundreds of Drupal and WordPress sites, making sure modules were up to date and assisted other web developers debug problems in custom JavaScript and PHP features

Managed time-sensitive updates, including content changes and database upgrades

Developed app integration with REST / SOAP and other APIs for Google Maps, social media logins, payment processors, and other services

Implemented a major theme overhaul of the itss.untsystem.edu site

Proctored new team members on how to use version control and the Linux terminal

Education



University of North Texas

Bachelor's degree, Computer Science

Aug 2019 - May 2022

Graduated Cum Laude

ABET Accreditation

Minor: Mathmatics

Cybersecurity Certificate

GPA: 3.6



2017 - 2019

Licenses & Certifications

- **C# (Basic)** HackerRank
- **CSS** HackerRank
- Problem Solving (Intermediate) HackerRank
- Problem Solving (basic) HackerRank
- Go (Basic) Certificate HackerRank

Skills

C++ • HTML • Cascading Style Sheets (CSS) • Web Development • Front-end Development • Mathematics • Computer Science • Programming • Software Development • Analytical Skills

Honors & Awards

UNT Excellence Dean's Scholarship

Aug 2019

UNT offers Excellence Scholarships to entering first-time freshmen that have a demonstrated a record of academic success.

HackBU winner - HackBU

Feb 2021

Built a budgeting app for HackBU and recieved best financial hack and 3rd best hack overall

Our winning project can be found here - https://devpost.com/software/angy-budgeter

Miami Hack Week 1st Place - Miami Hack Week

Jan 2022

Won first place at Miami Hack week, a week long development marathon.

Our winning project can be found here - https://devpost.com/software/mint-an-nft-in-space?ref_content=my-projects-tab&ref_feature=my_projects