

Benjamin Peterson

Software Engineer

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S U M M A R Y

Oakland based software engineer with a passion for elegant and effective backend systems. I value a process that allows for growth and learning as well as agency in creative problem solving. I thrive in both collaborative and independent work environments, as currently I navigate both in my day-to-day work of designing and implementing microservice RESTful APIs with an emphasis on efficiency, testing, scalability and concurrency. I am seeking a position that allows me to contribute meaningfully to a diverse team making world class innovative software.

S K I L L S

- Languages: Java | Python | C# | Bash
- Frameworks & Libraries: Spring Boot | Web Reactive | Hibernate | JUnit | Flask | Scrapy | Locust | Pandas | Pytest | AWS | Postgres | Redis | .NET
- Tooling and Deployment: Docker | Kubernetes | Jenkins | Gradle | Maven | Terraform | Git | Swagger
- Operating Systems: OS X | Linux | Windows
- Methodologies: Scrum | Agile | Jira | Shapeup | CICD

W O R K E X P E R I E N C E

Software Engineer | Turnitin, Oakland

2018 – Present

- Developed and maintained core Turnitin API (Java Spring Boot) used by thousands of internal and external clients, resulting in a new company revenue stream and securing multimillion-dollar usage contracts.
- Led a team of five engineers including machine learning specialists, frontend and backend developers, to implement a greenfield grammar service integrating with Google Docs and Turnitin's report viewer.
- Built an essay ingestion tool (Python AWS Lambda), processing and indexing over 100 million submissions.
- Developed internal microservice APIs for language translation (Java Web Reactive), significantly reducing reliance on third party vendors.
- Created and executed extensive load test suites (Python Locust) for services to ensure scalability and quality.

Software Engineer | VeriCite, Indianapolis

2017 – 2018

- Developed entirely new in-house web crawler (Python Scrapy AWS) which indexed and stored millions of commercial and academic web pages as plain text in S3.

Audio Engineer | Banff Centre, Alberta

2015 – 2016

- Recorded, mixed, and performed sound design on projects for resident artists at celebrated art center in genres including classical, indie, hip hop, and electronic.

E D U C A T I O N

Software Engineering | Eleven Fifty Academy | Student Quality Award | 2017

Music Technology | Ball State, IN | Cum Laude | 2014