Gage K. Peterson

208-357-6302 | justgage@gmail.com | github.com/justgage | linkedin.com/in/gagekpeterson

Expert In

🔮 Elixir, 🇯🇸 JavaScript, ⚛️ React & React Native, 🔻 Ruby, 🪙 Postgres & Event Sourcing, 🔷 GraphQL

Job Experience

Podium – *Full-Stack Software Developer*

August 2016-now (4 years)

- 🚀 Helped Podium scale from 1 monolith to over **100 microservices** and from 50 to **+700** employees in 4 years.
- 💬 Prototyped and Built the Backend & Front-end of Podium's Webchat product earning **+$1,000,000** within the first year.
- ⚡ Created a decoupled, real-time Kafka stream for publishing Salesforce data to all microservices that wanted to listen.
- 🤗 mentored **5+** new engineers on my various teams at Podium helping them learn Elixir and even advanced concepts like Event Sourcing.
- 🎤 Represented Podium Internationally Speaking at:
    - 🇺🇸 Open West - *Salt Lake City*
    - 🇦🇹 Reason Conf 2019 - *Vienna Austria*

Instructure – *Software Engineering Intern*

May-September 2015

- 🚐 Eased coordinating the drivers & riders of the vanpool by creating an **Elixir** web application.
- 🎤 Gave two presentations on how to do better test driven development (TDD) with functional programming.

Kyäni – *Software Engineering Intern*

September-October 2013

- 🎓 Learned JavaScript and rewrote an existing file management system as a Single Page App (SPA) with i18n support.
- 📣 Authored a JavaScript library for creating and listening to event trees. Mostly used to reduce DOM manipulations.
- 🤝 Gathered requirements and performed usability tests.

June-October 2013

- 🛒 Single-handedly Built a e-commerce website from scratch
- 💵 Implemented PayPal OAuth flow

Education

Brigham Young University–Idaho

Bachelor of Science — **Computer Science** *3.4 GPA*

Graduating: **July 2016**

ACM Vice-Chair - Winter 2015 Semester

Sample Projects

🌴 **Topical** - An async communication app testing the bounderies of server rendered mobile apps. Written in **Elixir's Phoenix framework** and **Kotlin** (mobile app).

📦 **TextBoxes** - A modular rich content editing system using **JavaScript** and **React**

🤺 **Jarl** - A game made in pure **JavaScript** and CSS3 transitions for the js13KGames competition. It uses prototypal inheritance heavily