

Lucas Petherbridge

Senior Software Engineer

Contact

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lukexor 

lucaspetherbridge 

Education

Bachelor of Science

Computer Science

Portland State University

2015 – 2019

Portland, OR

Technologies

Rust (Actix, Tokio)

Python

Javascript (ES6, React, NextJS,

Node.js)

Typescript

HTML/CSS

SQL (PostgreSQL, MySQL)

NoSQL (MongoDB, CouchDB)

Containers (Docker,

Kubernetes)

Work Experience



Statherós Crossville, TN

Principal Software Engineer Oct 2022 – Present

- Developed containerized software platform for Electromagnetic Spectrum Operations (EMSO) applications for the US Air Force using Rust, RabbitMQ/ZeroMQ, CouchDB, & Docker.
- Drafted an interoperability & portability specification for heterogeneous EMSO containerized applications using YAML & Google Protocol Buffers.
- Developed a container runtime system simulator for RF applications integrating with Software Defined Radios



Lithia Motors, Inc. Portland, OR

Principal Software Engineer Jan 2022 – Oct 2022

- Curated suite of libraries including a UI template & NPM package that increased project delivery speed by 10% using React, Typescript & NextJS.
- Led architecture initiatives for 7 teams, doubling website performance using LighthouseCI & PageSpeed Insights by migrating to NextJS.

Staff Software Engineer Jul 2021 – Jan 2022

- Provided technical leadership to 6 teams by holding learning sessions, pair programming & writing extensive documentation using React & Typescript.
- Increased test coverage for unit & end-to-end tests from 0% to 60% using Jest & Cypress.

Senior Software Engineer Jul 2020 – Jul 2021

- Developed customer authentication platform for an automotive e-commerce website using Auth0, React & Typescript deployed with Microsoft Azure & Kubernetes.



TEKsystems - Consultant at Nike Beaverton, OR

Senior Software Engineer Mar 2020 – Jun 2020

- Developed infrastructure as code for an AWS GraphQL API using Okta authentication & Terraform.
- Exit: Contract ended due to organization restructure.



NetFortris Culver City, CA

Senior Software Engineer Nov 2013 – Mar 2020

- Redesigned Salesforce integration plugin, reducing project size by 90% by switching from AngularJS to Vue.js.
- Developed an OSS/BSS for the ordering, billing, & provisioning of telephony services which led to a 20% increase in revenue using Perl, JavaScript, JQuery & HTML/CSS.

Projects

PixEngine Sep 2019 – Present

A cross-platform graphics & UI library for simple games, visualizations, & graphics application written in Rust.

<https://lukeworks.tech/pix-engine>

TetaNES Mar 2019 – Present

A cross-platform & web-browser emulator for the Nintendo Entertainment System (NES) written in Rust & Typescript supporting WebAssembly. <https://lukeworks.tech/tetanes>

Personal Portfolio/Blog May 2022 – Present

A personal blog & project portfolio website using React/NextJS & Typescript. <https://lukeworks.tech/>