

Lucas Petherbridge

Senior Software Engineer

Contact

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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



LAIKA, Inc

Hillsboro, OR

Senior Software Engineer

Oct 2024 - Present

- Developed full-stack web applications to manage and accelerate studio pipeline tasks and assets using React/Typescript, Python, and Rust.
- Built generative form building and grid-view prototypes for integration with business intelligence systems using SolidJS and Python



Statherós

Crossville, TN

Principal Software Engineer

Oct 2022 - Sep 2023

- 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 applications written in Rust & SDL2. <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/>