

Lucas Petherbridge

Principal Software Engineer

Passionate & driven polyglot Software Engineer with 12+ years experience designing innovative solutions using the latest software technologies and practices. Started as a self-taught programmer at age 15 and am constantly seeking to expand and grow. Great communicator and team collaborator willing to take on any challenge.

Contact Info

Email

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Website

lukeworks.tech

GitHub

github.com/lukexor

LinkedIn

linkedin.com/in/lucaspetherbridge

Technologies

- Rust, Golang, C/C++, Python
- JavaScript/Typescript, NodeJS, React/NextJS, HTML, CSS
- NGINX, MySQL, PostgreSQL, MongoDB
- Microsoft Azure, Docker, Kubernetes



Work Experience



Statherós

2 mos · Crossville, TN

► Principal Software Engineer

Oct 2022 – Present · 2 mos

- Developed software platform for Electromagnetic Spectrum Operations (EMSO) applications using Rust, RabbitMQ/ZeroMQ and Docker.
- Designed an interoperability and portability specification for EMSO platform applications.



Lithia Motors, Inc.

2 yrs 3 mos · Portland, OR

► Principal Software Engineer

Jan 2022 – Oct 2022 · 9 mos

- Curated a suite of libraries and packages aligning company standards including a UI template and NPM package that doubled project delivery speed.
- Led architecture initiative for 7 teams, increasing website performance by 100% using LighthouseCI and PageSpeed Insights by migrating to NextJS.

► Staff Software Engineer

Jul 2021 – Jan 2022 · 6 mos

- Provided technical leadership to 6 teams by scheduling learning sessions, pair

programming & writing extensive documentation.

► **Senior Software Engineer**

Jul 2020 – Jul 2021 · 1 yr

- Designed & implemented customer authentication platform for an automotive e-commerce website using Auth0, React & Typescript deployed with Microsoft Azure & Kubernetes.
- Increased team testing coverage for unit & end-to-end tests from zero to 60% using Jest & Cypress.



TEKsystems - Consultant at Nike

3 mos · Beaverton, OR

► **Senior Software Engineer**

Mar 2020 – Jun 2020 · 3 mos

- Designed & configured cloud infrastructure as code for a GraphQL API using Okta authentication, AWS & Terraform.
- Exit: Contract ended due to organization restructure.

NetFortris (Formerly Fonality, Inc)

6 yrs 4 mos · Culver City, CA

► **Senior Software Engineer**

Nov 2013 – Mar 2020 · 6 yrs 4 mos

- Redesigned Salesforce integration using modern technologies reducing project size by 90% by switching from Angular to Vue.js using JavaScript, Vue.js, & XML.
- Designed & 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.

Education

Portland State University

Bachelor of Computer Science

2015 – 2019 · Portland, OR

- Provided Scrum & Agile Practice consultation services for 10 teams during my senior capstone.

Projects

PixEngine

Sep 2019 – Present

A cross-platform graphics & UI library for simple games, visualizations, and 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/>