Lucas Petherbridge

Software Engineer

Driven software engineer with 8+ years experience solving problems by developing innovative software in a variety of domains. Fantastic communication skills breaking down technical details to non-technical stakeholders. Thirsty for knowledge, unparalleled leadership, and elegant solutions.

Personal Info

Address

9826 SW 59th Ave
Portland, OR 97219

Phone

(503) 616-8265

Email

me@lukeworks.tech

Website

https://lukeworks.tech/

Soft Skills

Leadership, Communication, Adaptability — **Excellent**

Problem-Solving, Collaboration — **Above Average**

Hard Skills

Rust, Python, Perl, Javascript — **Advanced**

C, C++, Bash — **Superior**

Ruby, Java, Go — **Proficient**

MySQL, Postgres — **Advanced**

Apache, Nginx — **Superior**

Work Experience

Senior Software Engineer
Oct '13 – Current

NetFortris (Formerly Fonality, Inc), Culver City, CA

- Redesigned outdated Salesforce integration adapter to modern API standards using Javascript, Vue.js, XML, & HTML/CSS.
- Developed & integrated a new, flexible cloud platform for a UCaaS system to achieve high scalability & availability using Perl & Go.
- Reduced dependency on legacy systems by 80% by developing a robust, automated migration path which led to a 15% reduction in support & billing costs.
- Decreased quote response times by 50% by refactoring redundant calculations & adding caching leading to a dramatic increase in sales productivity.

Scrum Master
Sep '12 – Oct '13

Fonality, Inc., Culver City, CA

- Drafted & refined requirements, worked with product & development teams to design solutions & define timelines for management.
- Led process & development initiatives for an OSS/BSS for the ordering, billing, & provisioning of VoIP software using Perl, Javascript, Java/Tomcat, & MySQL.

Education

Bachelor of Computer Science
Aug '15 – May '19

Portland State University, Portland, OR

Consulted as a Scrum/Agile coach for 10 teams during my senior capstone, providing guidance & support in the completion of senior projects.

Projects

RustyNES
Feb '19 – May '19

A Nintendo Entertainment System (NES) emulator written in Rust using SDL2. (https://github.com/lukexor/rustynes)

Personal Portfolio/Blog
Jul '14 – Current

A website showcasing personal projects and articles using Python/Django and Nginx/MySQL. I'm currently working on a migration to a Rust/Rocket implementation. (https://lukeworks.tech/)