

# Lucas Petherbridge

## Senior Software Engineer

Passionate & driven polyglot software engineer with 8+ years of experience solving problems. Started programming at age 15 and have consistently sought to expand and grow. Great communicator and team collaborator willing to take on any challenge.

### Personal Info

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#### Address

9826 SW 59th Ave  
Portland, OR 97219

#### Phone

(503) 616-8265

#### Email

me@lukeworks.tech

#### Website

<https://lukeworks.tech/>

### Languages & Technologies

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- Javascript; React; Angular; Vue
- Rust; C; C++; Golang
- Python; Perl; Bash
- GraphQL; Apache; Nginx; MySQL; PostgreSQL
- AWS; Docker; Kubernetes; Jenkins; Terraform

### Employment

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#### Senior Software Engineer

*TEKsystems – Consultant at Nike, Beaverton, OR*

Mar 2020 – Jul 2020 · 4 mos

- Extended a product planning tool that enabled Merchant and Product teams to plan future product lines using JavaScript, Angular, Node.js, Typescript, GraphQL, & MySQL.
- Designed, configured, & set up cloud infrastructure as code for a GraphQL API using Okta authentication, AWS & Terraform.
- Created & managed CI/CD pipelines using Github, AWS CLI, BMX Jenkins & Docker.
- Led team in clarifying scope, technology & architecture decisions for a new merchant planning project.
- Mentored, provided code reviews & pair programmed with junior developers.
- Exit: Contract ended due to organization restructure.



#### Senior Software Engineer

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

Nov 2013 – Mar 2020 · 6 yrs 5 mos

- Worked remotely for 6 years while maintaining high productivity & close collaboration with teams.
- Extended mobile UCaaS application to enable a rich customer integration experience using React Native & Redux with Typescript.
- Redesigned Salesforce integration using modern APIs on a solo project reducing project size by 90% by switching from Angular to Vue.js thus increasing maintainability using JavaScript, Vue.js, XML, & Apex.
- Developed & integrated a flexible cloud platform for a UCaaS system to achieve high scalability & availability using Perl & Golang.
- Reduced dependency on legacy systems by 80% by developing a fault tolerant & automated migration which led to a 15% reduction in support & billing costs.
- Designed & developed an OSS/BSS for the ordering, billing, & provisioning of telephony services that led to a 20% increase in revenue using Perl, JavaScript, JQuery, & HTML/CSS.

### Education

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#### Bachelor of Computer Science

*Portland State University, Portland, OR*

2015 – 2019

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

## Technical Experience

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### Projects

- **TetaNES (Mar '19 – Current).** A Nintendo Entertainment System (NES) cross-platform/web emulator written in Rust using SDL2 & WebAssembly. (<https://github.com/lukexor/tetanes>)
- **Personal Portfolio/Blog (Aug '14 – Current).** A website for blog articles & projects using Python, Django, Nginx, MySQL, & Redis. Currently working on a new version using React, GraphQL, Rust, & Rocket. (<https://lukeworks.tech/>)
- **Miscellaneous.** Various side projects and other coding exercises including a suite of visual programs showcasing algorithms, animations, & game physics using the p5.js Javascript library & HTML5 canvas. (<https://lukeworks.tech/projects/>)