

# 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 59<sup>th</sup> 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, Go  Proficient

MySQL, Postgres  Advanced

Apache, Nginx  Superior

### Work Experience

#### Senior Software Engineer

Oct '13 – Current

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

- Updated mobile UCaaS application to modern API standards using React Native, Typescript, & Redux
- Redesigned outdated Salesforce integration adapter to modern API standards using Javascript, Vue.js, XML, & HTML/CSS. Solo project that reduced the total code by 90% switching from Angular to Vue.js while maintaining the same features and increasing maintainability.
- 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.
- Designed & developed an OSS/BSS for the ordering, billing, & provisioning of VoIP services that led to a 10% increase in overall revenue using Perl, Javascript, & HTML/CSS.

#### 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 services using JIRA, Git, & Crucible.

### 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

#### Javascript Visualizations

Dec '19 – Current

A suite of visual programs showcasing algorithms, animations, and game physics using the p5js Javascript library and HTML5 canvas. (<https://lukeworks.tech/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/>)