Lucas Petherbridge

Senior Software Engineer

Senior Software Engineer with 8+ years experience solving problems by developing innovative software. I started programming at age 15 and have never stopped pushing the limits of my craft, I'm constantly looking for new challenges & opportunities for learning.

Personal Info

Address

9826 SW 59th Ave
Portland, OR 97219

Phone

(503) 616-8265

Email

me@lukeworks.tech

Website

https://lukeworks.tech/

Soft Skills

Skill	Level
Leadership, Quick-Learner, Communication	Excellent
Problem-Solving, Teamwork	Above Average
Patience, Creativity	Average

Hard Skills

Skill	Level
Rust	Advanced
Javascript, Python	Advanced
C, C++, Golang	Proficient
React, Angular, Vue, GraphQL	Superior
MySQL, Postgres	Superior
Apache, Nginx	Proficient
AWS, Jenkins, Docker, Terraform	Proficient

Work Experience

Senior Software Engineer
Mar '20 – Jul '20

TEKsystems – Consultant at Nike, Beaverton, OR

- Extended & maintained a critical product planning tool using Angular & Node.js with Typescript, GraphQL, & MySQL.
- Set up, configured, & managed infrastructure as code using AWS & Terraform.
- Created & managed automated deployment pipelines using BMX Jenkins & Docker.
- Led team in defining scope & architecture decisions for projects.
- Mentored & pair programmed with junior developers.

Senior Software Engineer
Nov '13 – Mar '20

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

- Extended mobile UCaaS application to meet customer needs using React Native & Redux with Typescript.
- Redesigned legacy Salesforce integration to modern API standards on a solo project which reduced total code by 90% switching from Angular to Vue.js while maintaining features & increasing maintainability using 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 path which led to a 15% reduction in support & billing costs.
- Decreased UI responsiveness by 50% 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 20% increase in overall revenue using Perl, JQuery, & HTML/CSS.

Scrum Master
Oct '12 – Nov '13

Fonality, Inc., Culver City, CA

- Drafted & refined requirements working with Product Owner & 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.
- Advocated for team collaboration, communication, & education using pair programming & code reviews

Education

Bachelor of Computer Science
Portland State University, Portland, OR

Sep '15 – Jun '19

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.

Personal Projects

Javascript Visualizations
Jan '20 – Mar '20

A suite of visual programs showcasing algorithms, animations, & game physics using the p5.js Javascript library & HTML5 canvas. Deployed with Rust, Rocket, & Nginx. (https://lukeworks.tech/projects/)

Portfolio/Blog
Aug '14 – Current

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

TetaNES
Mar '19 – Current

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

PixEngine
Sep '19 – Current

A simple, cross-platform graphics/UI engine framework with a minimal interface using Rust & SDL2. (https://github.com/lukexor/pix-engine)