

Piper Thunstrom

github account: <https://github.com/pathunstrom>

Software Developer

Staff Engineer at *ArkiFi* from 2023 to 2024. Early stage engineer building out core technology stack. In charge of design of internal data access layer. Architected, designed and implemented **Excel Javascript add-in** using **React** and **Typescript** supporting an AI powered chatbot for financial analysis. Wrote the authentication and authorization layer for product launch using **cryptojwt** and **Microsoft SSO**.

Senior Software Engineer at *YipitData* from 2021 to 2023. Senior with direct responsibility for our analyst facing internal tooling on the Publishing team. Increased the functionality of our automated deliverable pipeline by designing new parameterized queries to support growth rate analysis supporting multiple metrics and time deltas. Redesigned base query templating engine to improve performance (50% final run time compared to previous), and work with **PrestoDB** and **AWS Athena** based limitations around query string limit and query stage limit. More than doubled the amount of data we could query at once. Maintained front-ends built with **React** and **TypeScript**. Used **AWS SQS** for queuing services. Implemented features for generating automated reports in **Microsoft Office 365** and **Google Workspace** using the Microsoft and Google **Graph APIs**. **Senior Python Engineer** at *Zipari* from 2020 to 2021. Worked on product team in member experience. Designed and built the back end apis for multiple new features that allowed viewing new kinds of health care data in the platform. Solved data generation problems for testing environments across service boundaries by leveraging tool design and python packaging expertise.

Senior Python Engineer at *Zipari* from 2020 to 2021. Worked on product team in member experience. Designed and built the back end apis for multiple new features that allowed viewing new kinds of health care data in the platform. Solved data generation problems for testing environments across service boundaries by leveraging tool design and python packaging expertise. Most of the platform was built on **Django** and **Django Rest Framework**.

Software Engineer at *GLG* from 2017-2020. Developed a quoting tool for digital surveys that saved 3% of operating cost using **RiotJS**. Upgraded **MS Dynamics** accounting system with minimal downtime. Enhanced a timesheet application for expert witnesses using **React**. Attempted improvement of automated revenue recognition using **coffee script**, **bash** scripting and **SQL** queries. Metrics dashboard for recruiting team in **FeatherJS**, **React**, and **TypeScript**.

Python engineer at *Handshake* in 2017. Member of core engineering team. Designed and developed customized validators for **Django**. During a change to our permissioning system was tasked with rebuilding the authorization backend. Built custom filters for a **Tastypie** API.

Backend engineer at *Dog on a Horse* from 2014 to 2016. Managed **AWS** based infrastructure and built JSON application APIs for *Topps* application ecosystem. Used **Python**, **Brubeck** and **Go**.

Community Management

Owner and **maintainer** of PursuedPyBear. Launched project with a focus on user friendly APIs and education focused design in 2016. Built the community from a solo project to include educators, developers, and hobbyists. Given talks on the library at PyTexas and PyOhio. Lead architecture and governance.

Organizer with New York City Python Meetup Group from August 2017 to 2020. Invited to help restart the group after a number of years of not being active. We built the meetup from an average of 15-20 attendees to 50-60. Organized multiple events with 100+ attendees. Coached newer organizers to have ownership over events.

Communication and Community Outreach

Public speaker: Given talks on a variety of topics, such as Python game development and community leadership. 9 conference talks from 2014 to present at PyGotham, PyOhio, PyTexas, and PyTennessee. Additionally numerous talks at local meetups in New York. On panels at 3 events with PyLadies NYC.

Technical Vetter for *Code This Game* from Odd Dot, published September 3, 2019 and *Everything You Need to Ace Computer Science and Coding in One Big Fat Notebook: The Complete Middle School Study Guide* from Workman Publishing published April 14, 2020.

Contact

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