Piper Thunstrom

Software Engineer

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Web Platforms

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.

Software Engineer at *GLG* from 2017 to 2020. Member of various project focused teams. Built an internal quoting tool that increased margins on relevant products by 3% and approximately $500,000 a year. Improved time tracking application for expert witnesses. Member of a team improving accounting systems.

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.

Platform engineer at *Dog on a Horse* from 2014 to 2016. Managed **AWS** based infrastructure and build JSON application APIs for *Topps* application ecosystem.

Project Management and Architecture

Owner, **maintainer**, and **architect** of *Pursued Py Bear* an educational Python game framework started in 2016. Most recent release September 2019.

Lead an ad-hoc team at *Dog on a Horse* for a new storefront. Found cross team compromises that would improve application architecture and reduce standing technical debt. Wrote proposal to be sent to client. Worked with the team to deliver ahead of schedule.

Developer Relations

Technical Speaker

- Making Games PyOhio 2018
- Monkeypatching My Life PyGotham 2017
- Accepting Your Successes PyGotham 2019

Technical Vetter

Code This Game from Odd Dot published September 3, 2019

Everything You Need to Ace Computer Science and Coding in One Big Fat Notebook: The Complete Middle School Study Guide from Workman Publishing due for publication April 28, 2020