Brian Peck

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Experience

Sr. Software Engineer, Autodesk, 2015 - Present

API Objective Reporting Service

- Designed and built a service for generating and reporting internal APIs' metrics. These metrics are used in determining if a given service is meeting predetermined objectives, in particular concerning latency and error percentage.

Model Commenting REST API

- Extracted a set of REST APIs from a deprecated legacy system. Brought code base up to modern standards and bext practices. Upgraded dependencies and depoyment resources to use non deprecated libraries.

Software Engineer, Brigade, 2014 - 2015

Brigade Android Application

- Developed native Android OS application. Responsible for user facing elements, API layer interaction, and event based communication between custom elements across the application.

Software Engineer, Apartment List, 2014

Apartment List Android Application

- Designed and developed the native Android OS application for Apartment List. Responsible for high visibility consumer facing features, and managing of user-data stored on the device and its synchronization with server side APIs.

Software Engineer, Intel, 2012 - 2014

Ingestion and Management of data from external sources to front end data systems

- Designed and developed Scala-based system for loading, and managing external provider data. Worked from initial prototype stages to production ready system on the ability to ingest, curate, and serve specific data to front end consumers.

Software Engineer, Lockheed Martin Advanced Technologies, 2007 - 2012

Systems Biology Simulation Framework

- Lead developer of a Scala-based network modeling framework for the National Institutes of Health (NIH). Responsible for the development and maintenance of algorithms and user interfaces allowing biologists to model genetic reactions.

Distributed Event Log Aggregator

- Developed web applications and REST services for Navy Command and Control (C2) capabilities, used in planning and organizational briefings to Navy Admirals. Created command relationship tool and additional web services providing XML and JSON data to other C2 applications.

Augmented Reality Prototyping for DARPA ULTRA-Vis

- Developed prototype of a wearable, P2P, augmented reality system to enhance the warfighter's situational awareness. Developed P2P communication systems and integrated a head-mounted display with cameras creating a 3D model of the current viewable area and directional sensors from five partners to allow functionality in and out of GPS challenged environments. Successful field demonstration to DARPA personnel in January 2010.

Technical Expertise

Languages

- Proficient in Java, comfortable in Scala, familiar with Ruby and Python

Tools and Libraries

- Guava, RxJava, Retrofit, Dagger, Butterknife
- Git, SBT, Gradle, Ant, Elastic Search, DynamoDB, Intellij

Side Projects

- AutoJackson (https://github.com/peckb1/AutoJackson): An experiment into Annotation Processing which condenses some of the boiler plate that is common with Jackson JSON processing.

Education

- *Master of Science in Computer Science*, University Southern California, 2014
- *Bachelor of Science in Computer Science*, Northern Arizona University, 2007