Brian Peck

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Experience

Software Engineer L6, Square (Caviar), 2017 - Present

Caviar <-> Square Order Integration

- Designed, built, and maintained integration between Caviar and Square Orders for merchants on both platforms. Handled the creation of orders in Square's system, kept the orders in sync between systems, and ensured transitions were tracked for historical and debugging purposes.

Migrated event notifications into SNS/SQS

- Transitioned event notifications from a service to service call into SNS/SQS broadcasting, facilitating the sending of events to microservices as functionaly was being pulled out of a monolith.

Sr. Software Engineer, Autodesk, 2015 - 2017

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.

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: Ruby, Java. Familiar: Scala, Python

Tools and Libraries

- SNS/SQS, CloudFormation, Guava, RxJava, Retrofit, Dagger, Butterknife, Git

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