Peter Gilbert

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WORK EXPERIENCE

EAGLYS Inc.   **December 2024 – Present**
Software Engineer   *Tokyo, Japan*
- Designed and delivered multiple production systems end-to-end, primarily in Python
    o Established project architecture, coding standards, and CI/CD pipelines
    o Built Dockerized services and handled communication between them via gRPC
    o Implemented an asyncio-based socket server handling hundreds of concurrent connections
    o Conducted on-site testing and deployment in a live factory setting in Japan
- Developed data processing and user interfaces
    o Created data cleaning and error reporting program using Python/pandas
    o Built a cross-platform desktop UI (Rust, Tauri, Svelte) that communicates with the Docker daemon
    o Prototyped an internal ocr web application (FastAPI, Nuxt/Vue, Konva, Azure OCR)

Hitachi Vantara   **July 2021 – October 2024**
DevSecOps Engineer | July, 2021 – Present   *San Francisco, CA*
- Created in-house applications, CI/CD pipelines, and control infrastructure.
    o Programmed self-service virtual machine deployment tool in Python. Utilizes a REST api and deploys to cloud or on-prem platforms like Azure or vCenter using Terraform.
    o Full-stack development and Jenkins pipeline management for lab inventory Django application.
    o Upgraded an entire Django application codebase from Python 2 to Python 3 and all dependencies.
- Work closely with other teams and implement requested features and complete data imports from other tools.
    o Led a team of 5 to import lab inventory and cost data using Python. Implemented cost center tracking and depreciation as well as one click reporting on these assets for financial usage and tracking internally.

Associate DevSecOps Engineer   *Boston, MA*
- Prior to my promotion, I primarily worked on bug fixes and enhancements to the backend of our Django app.

EDUCATION

Boston University   **Sep., 2017 – May, 2021**
Bachelors in Computer Science, Minor in Japanese Language & Literature   *Boston, MA*
- Subjects such as: Combinatoric Structures, Full Stack Development, Systems, Algorithms, etc. (3.51/4.0 GPA)
- Weekly Japanese language exchange, intramural soccer & softball, hackathons, etc.

Kyoto Consortium for Japanese Studies   **Spring, 2020**
Study Abroad Program at Doshisha University   *Kyoto, Japan*
- Daily intensive Japanese language, history, and culture study; Homestay in Kyoto with a Japanese family.

PROJECTS

- [**Reberu**](#): A random dungeon level generator plugin coded from scratch in C++ using Unreal Engine
- [Homebody](#): An Android application developed in Java that allows for a virtual vacation experience using the Google Maps API, Spotify API, and login with OAuth2.0 and Google's apis. Created in a team of 5 in college.
- [**Bloodstream**](#): A simple game about defeating viruses using white blood cells. Created solo in a game jam.

SKILLS, LANGUAGES, & INTERESTS

- **Skills:** Python; Java; C++; C#; Rust; Unreal Engine; Javascript; Jenkins; Django; Terraform; Ansible; Docker; Linux; Typescript; Postgres/PSQL; Redis; Git; Perforce; Node.js; Agile Methodology; VMware; Godot; Svelte
- **Languages:** Native English, Intermediate Business Japanese
- **Interests**: game development; playing soccer; hiking; *Catan*; anime; video games; jiu-jitsu; language study;