

Peter Gilbert

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❖ [Github](#) ❖ [LinkedIn](#)

WORK EXPERIENCE

Hitachi Vantara

July 2021 – Present

DevSecOps Engineer | July, 2021 – Present

San Francisco, CA

- Created in-house applications, CI/CD pipelines, and control infrastructure.
 - Programmed self-service virtual machine deployment tool in Python with quick company wide adoption and over 250 deployments to date. Handles deployment, deletion, snapshotting, virtual console, etc. Utilizes a REST api and deploys to cloud or on-prem platforms like Azure or vCenter using Terraform.
 - Full-stack development and Jenkins pipeline management for our lab inventory Django application.
 - Handled reducing and recycling old hardware and installed a new server chassis for our on-prem vms.
 - 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.
 - 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.
- Onboard new engineers as well as new teams onto our in-house tools and into our custom ecosystem.
- Investigate new technology and their benefits to our DevOps pipelines and the company as a whole.
 - Currently researching Machine Learning using PyTorch and its application on storage products.

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.
- [GMCAbilitySystem](#): A plugin for Unreal Engine that provides easy "ability" replication across the network.

SKILLS, LANGUAGES, & INTERESTS

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