

Peter Gilbert

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WORK EXPERIENCE

Hitachi Vantara

July 2021 – Present

DevSecOps Engineer | July, 2022 – Present

San Francisco, CA

- A subsidiary of Hitachi Ltd, “HV” provides hardware, software and storage solutions to manage enterprise data.
- As a DevOps Engineer, I create in-house applications, CI/CD pipelines, and control infrastructure.
 - Programmed self-service virtual machine deployment tool with quick company wide adoption.
 - 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 application code base from Python 2 to Python 3 and all dependencies.
- I work closely with other teams and implement requested features and complete data imports from other tools.
- Onboard new engineers as well as new teams onto our in-house tools and into our custom ecosystem.

Associate DevSecOps Engineer | July, 2021 – July, 2022

Boston, MA

- Prior to my promotion, I primarily worked on bug fixes and enhancements to the backend of our Django app.

Cape Cod Sea Camps

Summer 2018 & 2019

Summer Camp Counselor | Summer 2019

Cape Cod, MA

Maintenance & Repair Worker | Summer 2018

Kuma Games

Summer 2017

Marketing, Production, Development Intern

New York City, NY

- Automated metric reporting, assisted with game QA, prepared presentations, updated frontend for websites.

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
- [GMCAbilitySystem](#): An ability system plugin for Unreal Engine that I have contributed to extensively.
- [Cubicle](#): A simple game jam game where you complete office tasks created in Godot 4 with assets/code by me.

SKILLS, LANGUAGES, & INTERESTS

- **Skills:** Python; Java; C++; C#; Javascript; Jenkins; Django; Terraform; Ansible; Docker; Unreal Engine; Godot; Linux; 3D Modeling; Postgres; Git; Perforce;
- **Languages:** Native English, Conversational Intermediate Japanese
- **Interests:** game development; playing soccer; hiking and backpacking; *Catan*; anime; video games;