**Peter Fogg** 

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## Work Experience

edX Cambridge, MA

Software Engineer

May 2015 -- present

Implemented the backend and UI allowing learners to self-organize into teams, creating a "small group" education experience in the context of a MOOC. Helped to scale up edX's Ecommerce platform, including switching parts of the infrastructure from synchronous blocking network calls to an asynchronous task queue.

Indiana University

Bloomington, IN

Research Assistant

September 2014 -- May 2015

- Co-author of Adaptive Lock-Free Maps: Purely-Functional to Scalable, ICFP '15
- Co-author of Parallel Type-Checking with Haskell using Saturating LVars and Stream Generators, PPOPP '16

edX Cambridge, MA

Engineering Intern

June 2013 -- August 2013

 Worked closely with the edX Studio team to implement various improvements to the usability of the platform

Apatapa San Francisco, CA

Lead iOS/Django developer

June 2012 -- August 2012

- Helped to design and develop an iOS application, its backend, and associated website for an early-stage startup
- Brought several key features from start to completion

Oberlin, OH

Computer Science TA

September 2011 -- May 2014

- Planned and lead a workshop to supplement Introduction to Algorithms
- Graded weekly lab assignments for CS151, Data Structures and Algorithms, and later CS280, Introduction to Algorithms
- Tutored students in both introductory programming and advanced theory classes

## Education

Indiana University

Bloomington, IN

Ph.D in Computer Science

September 2014 -- May 2015 (incomplete)

Oberlin College

Oberlin, OH

B.A in Computer Science

September 2010 -- May 2014

## **Skills**

• Programming Languages: Python, Haskell, Javascript, Clojure, Java, Scheme

• Frameworks: Django, Backbone, Unity

• Operating Systems: Unix, Mac OS X

• Other: git, MySQL, LTFX, test-driven development