Minneapolis, MN

JOSEPH PETERSON

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EMPLOYMENT

Software Developer **Sezzle Inc.** **May 2018 - Present**

- Designed and built Javascript web dashboards to match support team workflows.
- Grew customer support team to handle a 20x increase in weekly tickets.
- Automated customer support metrics using Google Apps Script, API requests, and MySQL.
- Quickly identified and built technical solutions to issues in internal and customer facing products.

Intern Software Developer **Sezzle Inc.** **Feb. 2018 - May 2018**

- Expanded the credit approval server to produce multiple customer creditworthiness data points.
- Integrated TransUnion's credit report API into the credit approval process.

Lead Beowulf Cluster Manager **St. Olaf College** **May 2016 - Jan 2018**

- Administered networks, linux web servers, and laboratory workstations for 200 users.
- Collaborated with students and faculty to facilitate the use of high performance Linux clusters and== workstations in research projects.

Python Web Developer **St. Olaf College** **May 2017 – Aug. 2017**

WebMapReduce

- Redesigned Django frontend to expand data processing options for users.
- Integrated a custom REST API for submitting jobs to a Hadoop data processing backend.
- Configured a GitLab CI testing environment.

EDUCATION

Northfield, Minnesota **St. Olaf College** **Aug. 2014 – May 2018**

Bachelors in Computer Science

- Cumulative GPA: 3.4
- Relevant coursework: Algorithms and Data Structures, Parallel and Distributed Computing, Linear Algebra, Differential Equations

TECHNICAL EXPERIENCE

Languages

Javascript, Go, Python, C++

Technologies

MySQL, React, WebGL, GLSL, Linux4

Projects

Three.js 4D Geometry Viewer

- Built for a course on 4D geometry.
- Developed 3D plane/triangle and 4D cube/tetrahedron intersection algorithms.

WebGL Procedural Terrain Generator

- Built rasterizer with WebGL.
- Implemented value noise, Perlin noise, and diamond-square algorithms.
- Procedurally textured terrain with GLSL.