

Philip Peterson

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Bachelor in C.S. - Full Stack Dev - Certified C Programmer - 8 years of experience

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Professional Experience

Software Architect, Hilton via Experis/ManpowerGroup (Remote)

Aug '24 - Present

Tech: Go, Gin, Kafka, Swagger, PostgreSQL

- Migrated microservice infrastructure from Java (Spring) to Go, reducing memory usage and cloud spend. Contract role.

Backend Engineer, Silo Technologies (Remote)

Oct '23 - May '24

Tech: Go, GraphQL, AWS, Terraform, PostgreSQL, Kafka, Retool, Snyk

- Built support for freight coordination between transportation providers, customers, and shippers; unlocked three (3) new types of customers.
- Integrated with Modern Treasury and Uber Freight, enabling the company to get off paper checks and accept ACH payments.

Senior Software Engineer, Copia Automation (Remote)

Aug '21 - Jun '23

Tech: Kubernetes, Go, Typescript, React, Vite, Webpack, Vanilla JS, Swagger, PostgreSQL, C#

- Integrated Git LFS protocol into core product for all users, scaling the main product to reduce technical support calls and support dozens of new businesses.
- Visual Merge Tool - Owned, implemented, and optimized core offering to enable customers to manage conflicts in their data. Integrated with Gitea.
 - Directed a core value-driver project requested by customers ("Tag Merge"), leading design, development, and release to deliver on-time. Enabled customers to track much larger and more complex block diagrams in the main editor product, making the company's core product enterprise-ready.
 - Enabled 12 new B2B customers to edit conflicts in their browser instead of notoriously slow vendor tools, speeding up their workflow by 3x.

Generalist Software Engineer, Commure (Remote & San Francisco, CA, USA)

Feb '20 - Jun '21

Tech: Kubernetes, React, Rust, Actix, Typescript, Nightwatch, Node.js, CockroachDB, RxJS, Snyk

- Patient Intake App - Built end-to-end solution for large hospital's intake flow. Processed patient billing details, medical history, etc.
- New Customer Onboarding - Led team on documentation portal overhaul project; enabled customers to write applications integrated with our proprietary offering.
- Security Fixes - Resolved dependency conflicts across all teams, unblocking compliance and security updates.

Senior Software Engineer, GM Cruise Automation (San Francisco, CA, USA)

Sep '18 - Oct '19

Tech: Kubernetes, React, Python + Pandas, Typescript, GraphQL, Go, BigQuery, Webpack

- Built Jupyter-Like Sharing Platform, enabling Data Scientists to easily collaborate and share insights with each other.
 - An analysis-authoring platform supporting custom-deployable React widgets and interactive webpages.
 - Met Data Scientists' needs by supporting Python scripting, while still supporting the web and tabular/graphical displays (a la Pandas).
 - Enabled perception team to analyze their parametric simulations of AVs, identifying regressions and spotting performance trends.
- Built Drive Comparison Tool to perform comparative analysis of self-driving car simulations on two (2) branches, compute accuracy differences.
 - Automatic scanner of BigQuery data lake, discovering groups of tables and turning them into a visualizable scene with metrics.
- Produced Safety Scorecard application: created visibility to leadership of AV safety and performance as a top-line metric.
 - Designed and built 'whodunnit' breakdown of constituent commits, diagnose which commits introduced regressions.

Software Engineer, Amplitude Analytics (San Francisco, CA, USA)

May '16 - Aug '18

Tech: React, Redux + sagas + redux-query, Python + tornado, Flow, GraphQL, PostgreSQL

- Enabled early company growth by building core features in crowded analytics space: redshift SQL editor, custom chart legends, custom cohort uploads, etc.
- Built Team Spaces, a multiplayer collaboration feature and introduced search functionality. Increased chart engagement by 20%.
- Hackathon-Winning Project - shipped a time navigation feature to charts interface, reducing friction in a core data analysis workflow.

Personal Projects

Production Coordinator / Co-founder, "The Starry Expanse" (Remote)

2008 - 2022

Tech: Blender, Maya, Unreal Engine, Unity, C++, Python (Flask, Twisted), C# / .NET, HLSL, Wordpress, Linux, Airtable, Oculus

- Using Unreal Engine 4 - Recreated a classic 2D game, *Riven: The Sequel to Myst*, in realtime 3D.
- Project successfully acquired by Cyan Inc, the owner of the franchise. Cyan turned it into a AAA game released on Steam in June 2024 ("Riven").
- Managed artists and programmers, handled recruiting, developed public-facing materials, and maintained source control and IT infrastructure.
- Wrote material shaders, game logic, VR support, computational geometry applications, web applications, IRC chatbots, and automations for 3D modelers.

Education and Certifications

Bachelor of Science in Computer Science, 2015, University of Florida

CLA C Certified Associate Programmer, 2024, C++ Institute

Interests...

Podcasts, camping, violin, piano, paramotoring, and being an uncle!