

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 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.
- Hackathon-Winning Project (Time Travel) - shipped a time navigation feature to charts interface, reducing friction in a core data analysis workflow.
- Built Team Spaces, a multiplayer collaboration feature to democratize chart creation. Increased chart engagement by 20%.

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.
 - Unblocked perception team to analyze their parametric simulations of AVs, identifying regressions and spotting performance trends.
 - Met Data Scientists' needs by supporting Python scripting, while still supporting the web and tabular/graphical displays (a la Pandas).
- 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.

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, 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.

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.

Software Architect, Hilton (Contract) via Experis/ManpowerGroup (Remote)

Aug '24 - Present

Tech: Go, Gin, Kafka, Swagger, PostgreSQL

- Microservice infrastructure serving millions of requests written in Go, to reduce memory usage and cloud expenses.
- Mentored newer developers while collaborating to ship features ahead of schedule.

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 - Recreated a classic 2D game, *Riven: The Sequel to Myst*, in realtime 3D.
- 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.
- 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").

Education and Certifications

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

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

Interests...

Podcasts, violin, piano, paragliding, and being an uncle!