# Peter Socha

**Software Engineer**

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## TECHNICAL SKILLS:

**Languages:** C++, C#, Java, JavaScript, Python, SQL, Go, Ruby, HTML, CSS, PHP, Objective-C
**Platforms:** .NET, Android, iOS, node.js, Rails, PostgreSQL, MySQL, Hadoop, jQuery, Bootstrap, JSP
**Tools:** Git, Azure, AWS, Heroku, Docker, LaTeX, SVN, Perforce

## WORK EXPERIENCE:

**Microsoft (Azure Batch)**, Software Engineer                  *Redmond, WA, Jul 2017 – present*
- Held ownership of multiple C# and C++ backend microservices for Azure Batch, a scalable and high-availability service for running computationally-intensive batch jobs in the cloud
- Contributed to the feature completion, system-level integration, and staged rollout of a newly-rewritten VM pool management service
- Expanded and improved the Batch service's internal tools for logging, debugging, alerting, and incident mitigation

## INTERNSHIPS:

**Microsoft (Azure Batch)**, Software Engineering Intern        *Redmond, WA, Aug 2016 – Dec 2016*
- Contributed to the early development of a new C# backend microservice responsible for allocating cloud VMs and mapping deployments
- Integrated the new service with external storage, deployment, and testing services, modelling these modules as finite state machines using the P# library

**Remind**, Software Engineering Intern                  *San Francisco, CA, Jan 2016 – Apr 2016*
- Contributed to the API and microservices of Remind's education-tailored messaging platform, written in Ruby, Go, and node.js
- Expanded and restructured internal code libraries for metrics, HTTP request handling, automated jobs, file storage, notifications, and rate-limiting

**Google (Display Ads)**, Software Engineering Intern           *Kitchener, ON, May 2015 – Aug 2015*
- Wrote upgrades for the C++ and JavaScript tools used by the Display Ads team to visualize the performance of ad servers during individual requests
- Wrote filtering algorithms and ease-of-use improvements into existing graph visualizations and added a new timeline view

**TabbleDabble**, Software Developer Co-op                  *Toronto, ON, Aug 2014 – Dec 2014*
- As a full-stack developer, contributed to the JSP web app, iOS app, and Android app for QuickTapSurvey, an offline survey-collection service
- Added features, fixed bugs, added automated jobs, and expanded tests for all three apps

**Pivotal Labs**, Agile Engineer Intern *Toronto, ON, Jan 2014 – Apr 2014*
- Developed an early-stage iOS mobile payment application in Objective-C using pair programming and test-driven development
- Added more views, increased API integration, restructured existing code, made usability improvements, and fixed bugs within the app

**Pause Productions**, Junior PHP Developer *Oakville, ON, Apr 2013 – Aug 2013*
- As a full-stack developer, used PHP, SQL, HTML, CSS, and JavaScript to add and improve web pages in Uplifter, a system for coaches and administrators of athletics clubs
- Wrote both the frontend and backend for several new features in Uplifter

## INDEPENDENT PUBLISHED PROJECTS:

**Go Game Clock:** An Android app for enforcing time controls in the board game of Go
**Homework Tracker:** A lightweight Chrome extension for managing lists of assignments and due dates

## EDUCATION:

**Bachelor of Software Engineering, Honours Co-op**, University of Waterloo, 2012 – 2017
- **Cumulative Average:** 93.5% percentage, 3.96 / 4.00 GPA
- **Extracurricular Activities:** Midnight Sun Solar Race Car Team, Undergraduate Research Assistant, Waterloo Engineering Endowment Fund