Philip Seger

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Objective

Developing novel features that directly impact customers and working within a team excited to make change.

Experience

January 2022 - Present
Software Engineer 4, *Adobe*, Newton, MA.
Forming a new team within Adobe Sign focusing on the Audit Trail feature, breaking the core service out from the monolith code while maintaining current functionality. I REALLY DON'T KNOW WHAT TO SAY HERE YET, IT'S BEEN JUST A WEEK.

August 2019 - January 2022
Software Engineer 3, *Adobe*, Newton, MA.
Within Adobe Sign, owned the Custom Email Templates microservice. Work included modernizing the deploy architecture with Azure Service Operator for Kubernetes and creating the new Singapore shard, hardening encryption algorithms while supporting and truing-up previous data, and interfacing with Product and customers directly to address pain points. Joined the Customer Facing Business Intelligence team to accelerate the initial feature launch, collaborating to build out the Azure infrastructure needed for worldwide multi-cloud deployment. Helped bring on new team members with interviewing and mentorship once they joined, bringing them up to speed within the monolith and microservices architecture.

July 2017 - August 2019
Software Engineer 2, *Adobe*, Newton, MA.
Worked on the Adobe Sign product for Document Cloud. Began working within the monolith architecture by assessing the security risks of and upgrading Ivy dependencies. Worked on Enterprise-focused customer features including Users in Multiple Groups and the Pending User Cleanup tool within the Single Use Pending Users feature. Balanced the Product requirements within the constraints of the system and avoided technical scope creep. Led the team as Scrum Master and also actively participated in all Critical System Outages.

May 2016 - August 2016
Software Development Intern, *Onshape*, Cambridge, MA.
As part of the Operations team, implemented client-side caching of resources for faster load times. Created a tool which checked SSL certificates for all Onshape domains. Worked with the modeling team to create metrics for new features. Final project for the summer consisted of implementing auto-generation of metric classes, which included refactoring preexisting classes. All the projects I worked on are part of the live Onshape system.

May 2015 - August 2015
Software Development Intern, *Intuit*, Mountain View, CA.
Developed a full-stack Apache Cassandra proof-of-concept deployed to multiple cloud instances using AWS, as part of the Financial Data Services group. As part of a week-long Innovation Day, worked with a group of five to build a Failure Mode and Effects Analysis (FMEA) testing framework environment to monitor load, create faults in a system, and recover gracefully from errors.

May 2014 - August 2014
Software Development Intern, *IBM*, Costa Mesa, CA.
Worked in a team of five implementing Python and Java based tools to automate the installation, configuration, and testing of IBM Case Manager. Maintained and upgraded Red Hat, AIX, and Windows Server systems. Automated the use of an existing JavaScript testing suite.

November 2013 - May 2017
IT Technician, *Olin College of Engineering*, Needham, MA.
Diagnosed, troubleshot, and repaired technical problems on student and faculty computers. Maintained the IT systems for Olin with a small team using Track-IT software to monitor tickets. Replaced motherboards, recoverd data from hard drives, resolved printer issues, and interfaced with staff and students to resolve technical issues.

Education

2013 - 2017 Class of 2017
Franklin W. Olin College of Engineering, Needham, MA.
BSE in Computer Engineering. Coursework included: Mobile Prototyping; User Oriented Collaborative Design; Software Design; Software Systems; Foundations of Computer Science; Programming Languages; Olin.js; Computer Networks; Discrete Mathematics
Recipient of 4-year, 50% Olin Merit Scholarship.

Skills

Java (including Spring, Hibernate, Liquibase, Ivy), Git, Jenkins, Azure (Service Operator), AWS (Cloudformation), Python.