PETER HASTIE

peter.hastie@gmail.com
sillypog.com | github.com/sillypog
2448A MISSION ST, SAN FRANCISCO, CA 94110
415-299-1015

I am a software developer with a passion for empowering teams and delivering complex, engaging experiences across multiple technology stacks.

WORK EXPERIENCE

2013–current **Bleacher Report –** *Front-end Developer / Platform Engineer*
- Architected Rails & Marionette based promo delivery system that reacts to the user's browsing habits, driving app installs and engagement on social networks.
- Maintained data analytics pipeline built on Sinatra, Express.js and AWS data stores, collecting and visualizing realtime data from millions of daily visitors.
- Created Grunt workflow and Yeoman template for rapid creation of event-specific interactive microsites, such as the responsive Superbowl Ads video gallery.
- Unobtrusively integrated Optimizely and ran tests for mobile and desktop features.
- Wrote perl scripts to identify unused assets and code in the 7 year old code base.

2012–2013 **Loomis Group** / **Full & By –** *Interactive Developer*
- Created Stubhub's social concert finder "Where You At", a single-page ajax mashup of Zvents, Facebook, Hunch, and Google maps APIs with a CakePHP / MongoDB backend.

2009–2012 **Eveo –** *Lead Flash Developer*
- Created award winning interactive Flash experiences for kiosks, web, and tablet.
- Lead a small team of developers and animators and interfaced with Flex engineers.
- Brought object-oriented best practices to our Actionscript animation code.

2010 **School of Web Design & New Media**, **Academy of Art University –** *Directed Study Instructor*
- Taught good software practices and patterns to masters students working on final projects.
- Solved students' issues in a group setting, requiring quick understanding of new problems.

2009–current **Freelance Flash and Web Development**

Symantec "Campfire" lobby kiosk for Redshift
- Integrated live sales data into an ambitious multichannel interactive data visualization.

3 month internship with Autofuss
- Built FLARToolkit augmented reality experience around Autofuss business card design.

Sony Playstation widgets for Eike Consulting
- Designed, developed & distributed a dynamic leaderboard widget for the game Warhawk.

2006–2008 **Dept. Molecular Cell Biology**, **UC Berkeley –** *Postdoctoral Researcher: synaptic biology*
- Created image analysis software in Matlab to meet rapidly evolving project needs.
- Wrote perl scripts for molecular docking simulation and analysis of massive gene databases.

2000–2001 **GlaxoSmithKline**, **Harlow**, **UK** *– Undergraduate Research Placement: neuropharmacology*

EDUCATION

2002–2006 **Centre for Synaptic Plasticity**, **Dept. Anatomy**, **University of Bristol**: PhD Anatomy

1998–2002 **Dept. Pharmacology**, **University of Bristol**: BSc Pharmacology (1st class, James F Mitchell Prize)