PETER HASTIE

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Engineering manager with technical experience across multiple stacks.

WORK EXPERIENCE

2019–current **Bleacher Report** – *Lead Engineer*

- Managed a multidisciplinary team of 8 remote engineers, including contractors.
- Worked with product and design teams to define our strategy for discussion–related features.
- Led feature development by defining specifications and assigning the work to sprints.
- Ensured consistently high team productivity through close communication with team members and a data–driven approach to sprint planning.
- Identified bottlenecks in our processes and worked across the organisation to resolve them.
- Screened candidates and coordinated interviews for positions on my team and others.

2016–2019 **Bleacher Report** – *Senior Backend Engineer*

- Reduced costs by identifying systems in the Rails monolith to extract as microservices.
- Built replacement services in Elixir, a fault–tolerant language with a great concurrency model.
- Presented on this work at Erlang Factory 2017 and at local meetups.
- Led engineering work on a JWT–based user authentication system that underpins the B/R app's strategy of becoming a social platform.
- Pioneered a unified Docker workflow for local and AWS production environments, reducing onboarding times and deployment rollbacks.

2014–2016 **Bleacher Report** – *Data Platform Engineer*

- Maintained Express.js / DynamoDB / Redshift data pipeline handling 1k requests/sec, enabling personalized experiences for 9 million daily visitors.
- Realized a 4x improvement in Redis / PostgreSQL–backed pipeline performance through better use of caching and transactions.
- Worked with CTO to evaluate vendors and manage the transition to hosted analytics.

2013–2014 **Bleacher Report** – *Frontend Developer*

- Led engineering efforts on social growth project, delivering 700% increase in conversions in the first year leading to Bleacher Report becoming one of the most shared sites on Facebook.
- Presented at Opticon on tools I built to introduce A/B testing as part of that work.

2012–2013   **Loomis Group** / **Full & By** – *Interactive Developer*
- Worked full–stack on a social–data–driven concert finder web application for StubHub.
- Developed Flash and Adobe AIR applications for web and tablet.

2009–2012   **Eveo** – *Lead Flash Developer*
- Led a small team of developers in creating award–winning interactive Flash experiences.
- Architected an extensible object–oriented Actionscript animation framework.

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

2009–2012   **Freelance Flash and Web Development**
- Symantec / Redshift Media: Interactive sales visualization with live data.
- Autofuss: FLARToolkit augmented reality experience.
- Sony / Eike Consulting: Leaderboard widget for PS3 game Warhawk.

2006–2008   **Dept**. **Molecular Cell Biology**, **UC Berkeley** – *Postdoctoral Researcher: synaptic biology*
- Created project specific data analysis software in Perl and Matlab

EDUCATION

2002–2006   **MRC 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)