

Philip Peterson

415 - 583 - 6433

Bachelor in C.S. - Certified C Programmer - 8 years of experience in software

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Professional Experience

Backend Engineer, Silo Technologies (Remote)

Oct '23 - May '24

Tech: Go, GraphQL, AWS, Terraform, PostgreSQL, Kafka, Retool

- Built support for freight coordination between transportation providers, customers, and shippers; unlocked 3 new types of customers.
- Integrated with Modern Treasury and Uber Freight, enabling the company to get off paper checks and accept ACH payments.

Senior Software Engineer, Copia Automation (Remote)

Aug '21 - Jun '23

Tech: Go, Typescript, React, Gitea, Vite, Webpack, Lit-Element, 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.
- Built Terraform descriptions and Github Actions to create business observability, track funnel drop-off, and detect outages.
- Visual Merge Tool - Owned, implemented, and optimized core offering to enable customers to manage conflicts in their data.
 - 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 TIA Portal, speeding up their workflow by 3x.

Generalist Software Engineer, Commure (Remote & San Francisco, CA)

Feb '20 - Jun '21

Tech: React, Rust, Actix, Typescript, Nightwatch, Node.js, CockroachDB, RxJS

- Patient Intake App - Built end-to-end solution for large hospital's intake flow. Processed patient billing details, medical history, etc. Complete solution for a real customer serving as a dogfooding exercise to build out core healthcare app platform offering.
- Docusaurus Project - Led documentation portal overhaul project; opened the SDK platform to new users, enabling dozens of customers to write applications tightly integrated with Commure's proprietary infrastructure.
- Security Fixes - Resolved dependency conflicts in 500+ files, unblocking tooling and security updates.

Senior Software Engineer, GM Cruise Automation (San Francisco, CA)

Sep '18 - Oct '19

Tech: React, Python + Pandas, Typescript, GraphQL, Go, BigQuery, Webpack

- Built Jupyter-Like Sharing Platform, enabling Autonomous Vehicle (AV) engineers to easily collaborate and share insights with each other.
 - A platform similar to Jupyter notebooks but more flexible, supporting custom React widgets and interactive webpages.
 - Made easy-to-use for data scientists by supporting Python web pages, while providing out-of-box graphing and tabular support.
 - Enabled perception team to analyze their parametric simulations of AVs, checking for regressions and spotting performance trends.
- Built Drive Comparison Tool to perform comparative analysis of self-driving car simulations on 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.

Software Engineer, Amplitude Analytics - 4th frontend engineering hire (San Francisco, CA)

May '16 - Aug '18

Tech: React, Redux + sagas + redux-query, Python + tornado, Flow, GraphQL, PostgreSQL

- Enabled early growth by building core features in crowded analytics space: redshift SQL editor, custom chart legends, custom cohort uploads.
- Built Team Spaces, a collaboration feature, making the core product offering social and introducing search functionality. Increased chart engagement by 20%.
- Led internal discussions and participated in user study calls with customers; resulted in alignment between product and design.
- Hackathon-Winning Project - shipped time navigation feature to charts reducing friction in the core product in just a couple days.

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

Education and Certifications

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

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

Interests...

Podcasts, camping, violin, piano, paramotoring, and being an uncle!