

PETER SOBOT



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I've given talks about:

[How the Shazam audio fingerprinting algorithm works \(60 min\)](#)

[Papers We Love Toronto](#)

[Words are Hard - Talking Good via Computer \(30 min\)](#)
CUSEC 2017

[An Intro to the Tech World](#)
Bitmaker Labs

I've built software with:

Ruby · Python · Go · Swift
Java · Objective-C · C++
Scala · C · Javascript/ES6
HTML · CSS

iOS · macOS · watchOS
Android · Linux (Ubuntu)
Vim · Git · Xcode

Agile · Scrum · Kanban

Bash · Apache · Nginx
Puppet · Chef · Nagios/Icinga
AWS · Vagrant
New Relic · Datadog
PagerDuty · Bugsnag

I've written about:

[Using Pipes and Filters to Build Better Software](#) ·
[Architecting an Infinite Stream of Music · Inexpensive Bandwidth Distribution Strategies](#) · [Smart Image Cropping in Ruby and C++](#) ·
[Streaming MP3 in Python](#) · [Memory Leaks in Python C Extensions](#) · [Deadlocks in Python](#) · [Reducing Reliance on Third-Party APIs](#)

See my LinkedIn profile for more work history, including internships at [Capcom Game](#)

Studio Vancouver, The Working Group, and Imagination Plus.

I'm a generalist software engineer with a passion for building delightful software that scales.

Areas of Expertise:

Languages: Ruby, Python, Java, Swift, Objective-C, Scala, Go, C++, Javascript, SQL
Frameworks: Ruby on Rails, Ember.JS, Play, Express, Tornado, Cocoa, Android SDK

Experience:

Senior Backend Engineer at [Spotify](#) in New York, New York (May 2017-Present)

- Engineered and developed backend services for music recommendation and personalization

Senior Software Engineer III at [PagerDuty](#) in Toronto, Canada (November 2016-April 2017)

- Provided technical direction, design input, mentorship and engineering work to Incident Management team
- Authored and deployed code contributions to 34 projects in 10 languages (primarily Ruby, Javascript, and Swift)
- Won 9 of 12 monthly engineering hack days in 2016 with projects including:
 - [#oncallselfie](#), native Twitter integration for PagerDuty's iOS and Android apps
 - Rich HTML Email support for hundreds of thousands of PagerDuty users
 - Internal real-time display of outgoing pages with Go, Kafka, WebSockets & WebGL
 - PagerDuty's [watchOS](#) app for displaying on-call status and scheduling on your wrist
 - [Versioning and undo](#) for PagerDuty's on-call scheduling service
- Fastest progression from entry-level to senior engineer in company history (21 months)

Software Engineer II at [PagerDuty](#) in Toronto, Canada (October 2015-November 2016)

- Core contributor for product improvements on Workflow and Incident Management: Systems teams
- Spearheaded efforts to reduce ZooKeeper lock contention, increasing overall throughput by multiple orders of magnitude and enabling future customer growth
- Mentored and onboarded 2 interns and 3 new full-time employees

Software Engineer I at [PagerDuty](#) in Toronto, Canada (February 2015-October 2015)

- Helped ship core product enhancements including Incident Snooze and Incident Urgencies
- Ensured reliability and uptime of PagerDuty by participating in primary on-call rotations
- Interviewed dozens of engineering and UX candidates for full-time and intern positions
- Sang in [BarberDuty](#), PagerDuty's on-call barbershop quartet that wakes you up at night

Entrepreneur in Residence at [The Working Group](#) in Toronto, Canada (June 2014-February 2015)

- Directed TWG Labs, a company division focused on experiments, learning and tools
- Managed between 1-4 developers on internet-of-things projects (Raspberry Pi, iBeacons, NodeJS and Heroku)
- Built bleeding-edge product prototypes for national Canadian brands including Tim Hortons

Founder & Lead Developer at [Appstruments](#) in Toronto, Canada (2011-2014)

- Crafted viral music apps for the web, Android and iOS:
 - [the Wub Machine](#), an automatic music remixer used to make nearly 3 million remixes
 - [forever.fm](#), an endless, automatic & beatmatched radio station
- Created architecture to scale to 60k unique users per month with minimal cost while in school

Infrastructure Engineering Intern at [Inkling Systems, Inc.](#) in San Francisco, California (Winter 2013)

- Wrote and maintained infrastructure software to manage Inkling's AWS-based cloud
- Participated in first-line on-call rotation with PagerDuty to keep services running 24/7

Education:

Bachelor of Software Engineering (with distinction) from the [University of Waterloo](#) (Graduated 2014)

- Built [MixBox](#), an iPad music remixing app based on the Echo Nest's [Remix API](#)
- Resident of [VeloCity Startup Incubator](#) (2010-2014)
- Created [JoosBox](#), a compiler for a large subset of Java in Scala (Winter 2014, team of 3)
- "Colour of the Web," finding the average colour of the internet (Fall 2010, group of 2)

Activities & Interests:

Music Composition, Performance, and Production (Drums, Bass, Guitar, Piano) · Electronic Music Production · Photography · Weird Twitter · Regular Twitter · Artistic Visual Programming · Modular Synthesis · Hardware Hacking · Building Custom Game Boy Cartridges for Music Playback · Security & Penetration Testing · Socks · Excessive Usage of 😊 Emoji and Comic Sans