

# PETER HASTIE

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

## WORK EXPERIENCE

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2013–current **Bleacher Report** – *Front-end Developer / Platform Engineer*

- Architected Rails & Marionette based promo delivery service that reacts to the user's browsing habits, driving app installs and engagement on social networks.
- Maintained and improved data analytics pipeline built on Sinatra, Express.js and AWS data stores, collecting and visualizing realtime data from millions of daily visitors.
- Introduced Docker workflow across local and Elastic Beanstalk production environments.
- Reduced downtime through aggressive use of monitoring and alerting integrations.
- 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 A/B tests for mobile and desktop features.
- Evangelized B/R engineering through talks at Opticon and public blog posts.

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**

- Integrated live sales data into a multichannel interactive data visualization for Symantec.
- Built FLARToolkit augmented reality experience around Autofuss business card design.
- Designed, developed & distributed a dynamic leaderboard widget for Sony's Warhawk game.

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

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

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