

Peter Thomsen

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Surrey, BC

Personal Summary

Hello! I am an Indigenous software engineer, and a DND enthusiast. I am experienced in multi-threaded server maintenance and fluent in C++. I am also skilled in interpersonal and collaborative communication and accustomed to working with cross-cultural, global teams remotely

Professional Experience

Kinaxis **Software Engineer** Nov 2021-Jan 2024

- Became Subject Matter Expert of server startup and gave presentations to newer team members
- Maintained proprietary multi-threaded DB server in C++ with bugfixes, tests and innovative new features
- Reviewed, analyzed architectural updates to server, increasing server performance
- Designed technology solutions to solve multiple project issues

C++, C#, TS, Java, Nuget, Nodejs, Jenkins, Docker, Kanban

rENIAC **Junior Software Engineer** Aug 2020-Sep 2021

- Created a circular buffer array for FPGA data ingestion, improving performance by over 200%
- Resolved issues between the design team and development team
- Problems solved include miscommunication and a less than ideal FPGA integration
- Added value to FPGA product with understanding of the digital FPGA buffer

C++, CMAKE, FPGA, Linux/Ubuntu, SSH

Misc Projects

- Setup a raspberry Pi and vaultwarden to store all my passwords locally, securely
- Participated in game jams and used Unity/C# to make a simple 2D platformer
- Created fractals in raw JS HTML and CSS, viewable on my website
- Created a simple raytracer in C++

C#, Linux, JS, HTML, CSS, ++

Skills

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|--------------|-----------|-----------------|----------------|
| • C++/C# | • Windows | • Visual Studio | • Docker |
| • Typescript | • Ubuntu | • Git/Github | • Kanban/Agile |
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Education

Simon Fraser University **Bachelor of Science, Software Systems** 2015 - 2019