Peter Beard
Software Engineering Manager

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Summary

- 4 years as a software engineering manager growing several teams with between 6 and 12 direct reports across teams

- 10+ years as a software engineer working on a variety of projects; mostly Python, C++, and a bit of frontend JavaScript

Employment

Engineering Manager   **UtilityAPI (remote)**   **Aug. 2021-Nov. 2025**

- Managed a few different teams, each with 3-8 developers ranging from junior to staff level, holding team meetings and weekly 1:1s to help keep everyone aligned across the org and to help invidividual contributers meet personal and company development goals

- Worked closely with the product team to balance new feature work with systemic improvements to reduce support ticket volume while rolling out major new features

- Organized engineering teams to match resources with product goals, allowing engineering to deliver about twice as many features per sprint on average

- Set up working groups to help senior engineers work across teams to solve problems and led technical architecture discussions with each team

- Collaborated with other leaders to develop the first job descriptions and a career ladder for the engineering org to make promotions easier and fairer

- Connected junior engineers with senior mentors to help them develop their skills, resulting in several promotions and intern hires

Software Engineer   **UtilityAPI (remote)**   **Oct. 2017-Aug. 2021**

- Developed shared libraries for crawling utility websites and parsing PDF and XML data, easing implementation of new crawlers and allowing the company to more than double its coverage area

- Designed and implemented an ETL pipeline that successfully ingested utility data from millions of electric and gas meters to provide it to customers in a standardized format

- Created new tools for monitoring and debugging scrapers so engineering and customer success could solve customer issues faster

Software Engineer   **Freelance**   **Jan. 2014-Sep. 2017**

- Worked with many local small businesses and nonprofits on a variety of projects from mobile apps and websites to custom data pipelines, mostly using Python and JavaScript

Software Engineer   **FOCUS, Michigan State University**   **Sep. 2011-Jan. 2014**

- Achieved a 97% reduction in simulation time through algorithmic optimizations and implementation of multiprocessing in the group's ultrasound simulation suite

- Introduced version control (git) and software development lifecycle processes to a team that was unfamiliar with both, enabling the team to roughly double its velocity and complete more of their research

Selected Publications and Conference Presentations

- "Accelerating medical ultrasound simulations in FOCUS: Hardware and software strategies." Ultrasound Imaging and Tissue Characterization Symposium. Rosslyn, VA June, 2013.

- Simulation of diagnostic ultrasound imaging with the fast nearfield method., Zhu, Yi and Beard, Peter B. and McGough, Robert J., The Journal of the Acoustical Society of America, 134, 4214-4214 (2013), DOI:http://dx.doi.org/10.1121/1.4831470

Languages and Technologies

- AWS, S3, EC2, Django, PostgreSQL, pdfminer, Selenium, Celery

- C, C++, MATLAB, PHP, Python, SQL, JavaScript, HTML5, XHTML, CSS, XML, LaTeX

- Linux, GNU coreutils and common *NIX tools like ssh and gpg

- GNU build system(gcc, make, etc.), git, Visual Studio, ICC, OpenMP, mySQL, Apache, Flask, jQuery