

# Peter Gilbert

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## WORK EXPERIENCE

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### Hitachi Vantara

July 2021 – Present

*DevSecOps Engineer | July, 2022 – Present*

*San Francisco, CA*

- A subsidiary of Hitachi Ltd, “HV” provides hardware, software and storage solutions to manage enterprise data.
- As a DevOps Engineer, I create in-house applications, CI/CD pipelines, and control infrastructure.
  - Programmed self-service virtual machine deployment tool in Python with quick company wide adoption and over 250 deployments to date. Handles deployment, deletion, snapshotting, virtual console, etc. Utilizes a REST api and deploys to cloud or on-prem platforms like Azure or vCenter using Terraform.
  - Full-stack development and Jenkins pipeline management for our lab inventory Django application.
  - Handled reducing and recycling old hardware and installed a new server chassis for our on-prem vms.
  - Upgraded an entire Django application codebase from Python 2 to Python 3 and all dependencies.
- I work closely with other teams and implement requested features and complete data imports from other tools.
  - Led a team of 5 to import lab inventory and cost data using Python. Implemented cost center tracking and depreciation as well as one click reporting on these assets for financial usage and tracking internally.
- Onboard new engineers as well as new teams onto our in-house tools and into our custom ecosystem.

*Associate DevSecOps Engineer | July, 2021 – July, 2022*

*Boston, MA*

- Prior to my promotion, I primarily worked on bug fixes and enhancements to the backend of our Django app.

### Cape Cod Sea Camps

Summer 2018 & 2019

*Summer Camp Counselor | Summer 2019*

*Cape Cod, MA*

*Maintenance & Repair Worker | Summer 2018*

### Kuma Games

Summer 2017

*Marketing, Production, Development Intern*

*New York City, NY*

- Automated metric reporting, assisted with game QA, prepared presentations, frontend website dev.

## EDUCATION

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### Boston University

Sep., 2017 – May, 2021

*Bachelors in Computer Science, Minor in Japanese Language & Literature*

*Boston, MA*

- Subjects such as: Combinatoric Structures, Full Stack Development, Systems, Algorithms, etc. (3.51/4.0 GPA)
- Weekly Japanese language exchange, intramural soccer & softball, hackathons, etc.

### Kyoto Consortium for Japanese Studies

Spring, 2020

*Study Abroad Program at Doshisha University*

*Kyoto, Japan*

- Daily intensive Japanese language, history, and culture study; Homestay in Kyoto with a Japanese family.

## PROJECTS

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- [Homebody](#): An Android application developed in Java that allows for a virtual vacation experience using the Google Maps API, Spotify API, and login with OAuth2.0 and Google’s apis. Created in a team of 5 in college.
- [Reberu](#): A random dungeon level generator plugin coded from scratch in C++ using Unreal Engine
- [GMCAbilitySystem](#): A plugin for Unreal Engine that provides easy “ability” replication across the network.

## SKILLS, LANGUAGES, & INTERESTS

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- **Skills:** Python; Java; C++; C#; Javascript; Jenkins; Django; Terraform; Ansible; Docker; Unreal Engine; Packer; Linux; 3D Modeling; Postgres; Git; Perforce; Software Development; Agile Methodology; VMware; vCenter;
- **Languages:** Native English, Conversational Intermediate Japanese
- **Interests:** game development; playing soccer; hiking and backpacking; *Catan*; anime; video games;