Steven Pease

Mountain View, CA - San Francisco Bay Area

spease@ucla.edu
www.linkedin.com/in/sepease
www.github.com/spease

Software Engineer Profile

• Passionate senior generalist who learns and uses new tech to collaboratively improve consumers' lives	
• HPC communications stacks for distributed AI/ML inference and training of large-scale models	Meta
• Hot-swappable edge processing service for cloud integration of runtime security product	Imperva
• Qt Widget UI and architectural improvements for mass spec analysis software	Protein Met.
• Telepresence robot connectivity software, UI, documentation, and troubleshooting distributed architecture	Suitable
• QML desktop/mobile app and firmware bringup for IoT product and testing platform	Cratus
• 2D/3D UI development and demos, SIMD optimization of GPU-based image processing algorithms	Areté

Work Experience

Software Engineer (Remote)   Meta   2021–2023
 • Enabled real-time visualization and profiling of NCCL infiniband events for large-scale distributed AI/ML models
 • Designed modern C++ communications API for next-gen training and inference platform
 • Researched large-scale tiered storage solutions to improve AI/ML energy efficiency
 • Provide guidance to teams across the company new to Rust development

Software Consultant (Part-time Remote)   Blue Ocean Robotics   2021–2022
 • Full-stack integration of Beam to GoBe fleet management web app for seamless customer experience
 • Train Blue Ocean team to continue post-acquisition development of entire native/web Beam software stack

Senior Software Engineer (Remote)   Luminostics   2020–2021
 • Implemented Bitrise/Gitlab/docker build infrastructure and features for CV-based Swift iOS app
 • Developed Python scripts and Datadog observability for manufacturing stations

Senior Software Engineer (Remote)   Imperva   2019–2020
 • Full-lifecycle ownership of Rust/WASM hot-swappable event forwarder in first post-acquisition collaboration
 • Completed Rust modules for cross-language runtime security middleware product
 • Introduced Java and C# teams to Rust language with online webinar

Senior Software Engineer   Protein Metrics   2017–2019
 • Streamlined analysis of released glycans (a new business area) with Qt-based wizard
 • Improved code confidence of Qt insilico peptide processing pipeline by introducing new techniques to team
 • Massively improved office big data network performance by deploying 10gbe Unifi network gear

Software Engineer   Suitable Technologies   2014–2017
 • Owned embedded platform software (network connectivity, Linux kernel, daemons) for all product lines
 • Resolved many business partner obstacles with technical assistance to sales and customer success teams
 • Greatly improved user experience by streamlining QML network configuration screens
 • Revised Network Admin Guide in close collaboration with Creative Director

Software Engineer - Contractor   Cratus Technology   2013–2014
 • Developed networked QML Windows/OSX/iOS/Android/Linux app and ChipKit test platform with jQuery docs
 • Brought up initial firmware for ARM Cortex-M inductive sensor product and BLE communication module

Software Contractor   Digia   2013
 • Ported QGLWidget Qt 4.x application to multithreaded QML application for industrial customer
 • Gave talk on cross-compiling Qt 5 and QML applications for Raspberry Pi

SDET II   Microsoft (Lync Media team)   2012
• Develop C#/XAML Windows RT UI and legacy wrappers for crossplatform logfile parsing library
• Analyze results of daily BVTs and diagnose failed tests

Software Engineer   Lyynks   2011–2012
• Architect metaverse-ready Windows/OSX/iOS/Android web engine for streaming AV content
• Design media processing architecture and work with backend team to define messaging protocol
• Drive process with team and CEO to define and complete quarterly deliverables on-time

Software Engineer   Areté Associates   2010–2011
 • Helped secure customer funding with design/development/demo of 2D/3D Qt and IDL demo GUIs
 • Rearchitected SIMD/threading optimization image processing library for mission-critical use case
 • Drove two SBIR proposals and one CMMI process team; "most influential new hire"

Hackathons and open source

• Various nix derivations and more user-friendly derivation for installing macOS software packages	2021
• Native Rust library for wpa_supplicant socket access	2018–2021
• Pitched/led smart physician referral backend awarded at Hack Healthcare 2.0 and Stanford's Health++	2017
• Develop google_geocoding, serde_lvm, serde_python Rust crates (on github)	2017
• Led software development of $500 robot half of winning Coca-Cola $10K Hackathon entry	2013
• Integrate Raspberry Pi streaming solution for hydrogen fuel-cell powered Roomba	2013

Education

B.Sc. Computer Science & Engineering	UCLA	2010
HTML / CSS / JS / PHP / C++ / Python / Linux	Self-taught	2002

Internships

• C#-based hovercraft game prototype using Unity 3D game engine	Jirbo	2010
• ROS nodes for IMU, compass, and power monitor and brought up Gumstix boards	USC REU	2009
• LIDAR-based obstacle avoidance planner using Player/Stage framework	UCSB EPSEM	2008

Community Leadership

Senior Programmer   FS2Open   2003–2008
 • Developed Lua scripting API for audio, graphics, and gameplay for community mods and games
 • Developed Java/Swing packaging tool for HD game media, and PHP backend for project website
 • Developed C++ cutscene, GUI, HUD, and audio modules used by community mods and games

Webmaster   MechWar3D   2001–2004
 • Developed PHP/HTML4/CSS websites, Ikonboard forums, and bug tracker for public and developers
 • Developed Win32 Battlemech design reader supporting multiple file formats