



PROFILE



Hi! My name is Peter. My favorite language is C. I absolutely love programming, creating reliable, performant software, and I never get tired of learning and exploring the world of technology.



EDUCATION

University of New Orleans
2013 - 2014
Computer Science

Rio Salado Community College
2015 - 2016
Certificate in Programming

SKILLS



Languages:

- C, Java, Python, Shell Scripting, SQL

Current Interests:

- OpenGL, Reversing Binaries, Game Hacking, x86 Assembly

Debuggers:

- GDB, WinDbg, Visual Studio, IntelliJ, Eclipse

Environment:

- Bash, Vim
- Linux, Windows, & Mac OS

Development Tools:

- Ghidra, Binary Ninja
- Maven, Spring Ecosystem
- WebLogic, Apache2, Nginx
- TeamCity, Jenkins
- Docker, Virtual Machines



(337)550-5363



mrpeteyb@gmail.com



borf.us

github.com/borfus

github.com/peterubiquisoft

EXPERIENCE

3 years
development experience



Ubiquisoft Technologies - Back-End Developer

January 2019 - Current

- Maintained and developed systems using Java with Spring Boot/MVC/Data to manage large amounts of critical business information for enterprise applications used by a Fortune 50 company.
- Developed many APIs and endpoints while using best REST practices.
- Maintained proper AuthN and AuthZ while communicating with other third-party and in-house services.
- Converted multiple large scale applications from MySQL to OracleDB.
- Regularly used multiple development tools such as Git, SVN, Maven, WebLogic, Apache2, SwaggerHub, Bash, VMs, IntelliJ, DataGrip, Docker and others.
- Practiced scrum methodology daily. Participated in daily standups, planning, review, and retrospectives while frequently using multiple tools to stay up to date on tickets and to stay organized.

ASJ Construction Group LLC. - Office Assistant

May 2017 - March 2018

- Designed a website front-end and converted a large portion of physical data into an electronic record database.

Stasis Soft LLC. - Game Developer

January 2016 - May 2017

- Developed and designed assets for a video game using C# and Unity 3D as well as various addons.

Apple - Technical Support

June 2014 - February 2015

- Worked as a technical and customer support assistant for Apple.