Peter Munn

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EXPERIENCE

Google

Software Engineer - Ads Safety Infrastructure, prev. Gemini Infrastructure at DeepMind

- Designed and implemented features for bad ads classification and detection pipelines using C++
- Designed and implemented AI model regression detection for faster model iteration using SQL, gRPC, Python, and Bash scripting

GoDaddy

Software Development Engineer III - Data Platform Infrastructure

- Designed and led backend data lineage APIs for 1000s of data sets using Python and AWS DynamoDB, with frontend graph visualization using React/Next.js
- Designed and implemented Data Lake features and CI/CD improvements via Python, AWS LakeFormation, Glue, DynamoDB, Alation, ServiceNow, Slack, and GitHub API integrations
- Designed and implemented solutions to reduce Redshift and Athena costs by 20% and S3 costs by up to 55% using Python, AWS Lambda, and EventBridge APIs for automated compression and query-optimization-engine improvements

Amazon

Software Development Engineer I

- Migrated legacy payment system from C++ to Java, using shadow tests and A/B metrics
- Built new APIs and features in Java backend for chargeback documents with unit testing
- Improved system resilience via AWS alarms and chaos/integration tests in Python

Canto Software

Software Market Analyst Intern

- Used Python to scrape, analyze, and visualize data on the digital asset management (DAM) software market
- Identified trends and competitor feature gaps to support product strategy

PROJECTS

Obstacle Detection Hat milstein-program.as.cornell.edu/h-t-seeing-sound

- Built hat to detect obstacles in a 60° arc using ultrasonic sensors and microcontrollers
- Converted distance into audio signals using Python and C
- Interviewed people with low vision to guide design decisions

Research @ Cornell McMahon Lab for Quantum Computing

- Developed neural network models for simulated physical computer (coherent Ising machine)
- Wrote classifiers using Python and PyTorch

EDUCATION

Cornell University

Computer Science – Bachelor of Arts – 3.6 GPA

Phillips Academy Andover

High School Diploma

TECHNICAL SKILLS

Languages: Python, JavaScript, C++, Java, HTML/CSS, Bash, SQL, OCaml, C, ARM Assembly Frameworks/Technologies: AWS (Lambda, S3, DynamoDB, Lake Formation, Glue, Athena, Redshift), Kubernetes, Docker, React, Next.js, gRPC, Apache Airflow, GraphQL, Helm, CytoscapeJS Tools: GitHub Actions, Kibana, Google Analytics, ServiceNow, Alation, Insomnia

April 2022 – December 2024

San Francisco, California (remote)

May 2019 - August 2019

July 2021 – March 2022

San Diego, California (remote)

San Francisco, California

Aug. 2019 - Dec. 2019

Aug. 2019 - Dec. 2020

Aug. 2018 - May 2021 Ithaca, New York

Sep. 2014 - Jun. 2018 Andover, MA

Los Angeles, California (hybrid)

December 2024 - Present