Lilah Ingvaldsen

Code Archeologist & Knowledge Sharer

🏠 lilah.io   PastelMobileSuit   lilahingvaldsen

Experience

GITHUB | Senior Software Engineer
May 2018 – Present | San Francisco, CA

- → Develop platform and infrastructure services in Go utilized by internal teams and enterprise customers
- → Lead development of a new internal service providing a unified, abstracted API for streamlined, platform-agnostic object storage across multiple cloud providers like AWS and Azure. Provide technical and architectural guidance to team members, and leverage domain expertise to help build roadmaps and generate OKRs
- → Lead maintenance of a functionally-overburdened distributed legacy service that handles cloud and clustered on-disk object storage. Educate teammates about the service, support other teams to integrate with and build on top of it, and work closely with support teams to solve issues encountered by some of our largest enterprise customers
- → Previously led development of the server-side component of a tool allowing Git to support very large monorepos by leveraging a virtual file system. Worked closely with product teams and customers to ensure needs were being met
- → Previously a maintainer of the open-source Git LFS project

TT GAMES | Game Mechanics Programmer
May 2016 – February 2018 | Knutsford, Cheshire, U.K.

- → Worked with artists, animators and designers to implement offline and networked game mechanics in a highly stratified and complex legacy C++ codebase
- → Worked closely with others to meet tight deadlines while helping to introduce and drive new processes such as scrum and code reviews
- → Designed and developed well-received mechanics, including a selfie mode, for games like LEGO Marvel Super Heroes 2 and LEGO Dimensions
- → Helped onboard new hires and provided technical mentorship to several junior engineers

PUPPET | Software Engineer
June 2014 – April 2016 | Portland, OR

- → Developed open-source and enterprise server applications in Clojure, Ruby, and Java
- → Wrote a new parser for HOCON, an upstream open-source configuration language and library. Collaborated closely with the language creator, and enabled standardization on HOCON for configuration across Puppet's various products
- → Worked on an automated code-management application that leveraged Git to sync Puppet code across multiple machines. Application remains in use today

EXTERRO | Software Engineering Intern
May 2013 - August 2013 | Beaverton, OR

- → Worked with full time engineers in JavaScript to develop a greatly improved re-implementation of a dated, legacy web application
- → Was in charge of implementing a mobile version of the application using JQuery Mobile. Mobile application was fully implemented by the end of the summer

Skills

PROGRAMMING

Proficient

Golang (5 years) • C++ (2 years) • Clojure (2 years)

Familiar

Ruby • Java • JavaScript • C • Python • HTML • CSS

TOOLS/PLATFORMS

Proficient

AWS S3 (3 years) • Unix (7 years) • Git (9 years) • Git LFS (1 year)

Familiar

Azure Blob Storage • Docker • Nomad • GitHub Actions • Puppet • Fastly • JQuery

Education

UNIVERSITY OF PORTLAND

B.S. Computer Science
May 2014 | Portland, OR

Contact Info

EMAIL

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LOCATION

Seattle, WA

PRONOUNS

she/her