

PETER MERRILL

Senior Software Engineer

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Experienced Senior Software Engineer and Full Stack Developer with experience in Web Development, Database Architecture, and Polyglot Programming. Self-starter with an entrepreneurial attitude.
Authorized to work in the US for any employer

WORK EXPERIENCE

Senior Software Engineer

Roto Sports Inc. - Madison, WI
February 2015 to Present

I am a Senior Developer and oversee all projects related to Roto Sports Inc.'s daily fantasy sports tools, which are a leader in the industry and are highly-visible. These tools are used by thousands of concurrent customers. I directly report to the CTO and work alongside 1 additional Senior Developer as well as 4 other developers.

On an average day I will work with PHP, SQL/SQL Server Management Studio, Python, JavaScript, Node, Gulp.js (for continuous development), Webix.js, and occasionally VB.

A few of my many responsibilities include:

- Maintaining and continually improving the multifaceted daily fantasy sports lineup optimization program, which is built on top of the Python openopt knapsack module.
 - Developing, troubleshooting, and maintaining 15+ Python scripts that store large amounts of data from partners in multiple SQL database tables.
 - Developing, troubleshooting, and maintaining web pages that generate optimal lineups for daily fantasy sites, display advanced sports analytics, analyze large data sets, and more.
 - Developing and maintaining large SQL databases, stored procedures, views, functions, and scheduled tasks.
 - Working with Customer Support to troubleshoot and resolve customer tickets and bug reports.
 - Regularly receive urgent tasks that require initiative, intuition, and open-ended problem solving.
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Software Engineer, Web Developer, Web Designer, Android Developer

GoLudo LLC - Duluth, MN
February 2013 to January 2015

I was hired as a remote developer by a startup called GoLudo. They had a successful Twitter sports news aggregation service and were looking to expand into iOS and Android apps.

GoLudo LLC hired me to work on Fanium, which was their flagship Android app. Fanium was the first all-mobile fantasy

football app at the time and did a great job engaging users by gamifying the experience through achievements that rewarded collectible avatars. Not long after launching Fanium we noticed that daily fantasy sports were becoming extremely popular. Our CEO shifted the company's focus towards developing our own daily fantasy sports platform.

In the beginning of 2015 it was announced that CBS was acquiring our company for our Twitter news technology.

While working for GoLudo I contributed to the development of the following products:

- SportTwits (Front end development): Hand-picked and curated Twitter streams covering all major sports. SportTwits' live feed kept fantasy players in the action, ensuring that they never missed a big play or injury.
- Fanium (Android development): An innovative mobile fantasy football game. Fanium was the first mobile only fantasy football game on the market. I was the lead Android app developer.
- Premier Fantasy Canadian Football (Front end development): Similar to Fanium, Fantasy CFL was the first mobile only fantasy football game for fans of the Canadian Football League. I developed the landing and marketing pages for this app's website.
- Fantasy Elite (Front end development and email templates): A daily fantasy sports platform that allowed fans to compete on one-day contests both on iOS and through a website. I mainly contributed to the development of the website, which was built on Ruby on Rails and used a PostgreSQL database.

Owner/Founder/Full Stack Developer

Design Us All LLC - Duluth, MN

December 2011 to May 2014

Design Us All LLC was the business name that I operated under while I worked as a freelance contractor. I developed over 10 websites for clients and was eventually hired as a full-time contractor for GoLudo LLC, which was a sports entertainment company at the time.

EDUCATION

Associate in Business Administration

Lake Superior College - Duluth, MN

2012 to 2014

SKILLS

- PHP (8 years)
- SQL Server Management Studio (5 years)
- SQL (6 years)
- JavaScript (6 years)
- Python (3 years)
- Apache (1 year)
- Linux (1 year)
- CSS (8 years)
- HTML (8 years)
- Ruby (Less than 1 year)
- Redis (2 years)
- Node.js (3 years)

- NGINX (1 year)
- JQuery (6 years)
- MySQL (6 years)
- Bootstrap (3 years)
- Ubuntu (1 year)
- Database Management (5 years)
- Database Development (5 years)
- Polyglot Programming (6 years)
- Web Development (8 years)
- Analytics (3 years)
- SEO (2 years)
- Git (2 years)
- VBScript (1 year)
- ASP.NET (1 year)
- Vb.Net (Less than 1 year)
- API Development (2 years)
- XML (5 years)
- JSON (5 years)
- Node.js (Less than 1 year)
- AJAX (5 years)
- Ruby on Rails (Less than 1 year)
- Visual Studio (1 year)

LINKS

<https://chompthis.com>

<https://github.com/pmerrill>

<https://peterjmerrill.com>

<https://rotowire.com/daily>

<https://twitter.com/petemerrill>

<https://www.linkedin.com/in/petermerrill>

ASSESSMENTS

Problem Solving — Expert

December 2019

Measures a candidate's ability to analyze relevant information when solving problems

Full results: https://share.indeedassessments.com/share_assignment/hs-klx-df10svx

Logic & Critical Thinking — Highly Proficient

December 2019

Using logic to solve problems.

Full results: https://share.indeedassessments.com/share_assignment/5vfcueqy8zxxjcr

Indeed Assessments provides skills tests that are not indicative of a license or certification, or continued development in any professional field.

ADDITIONAL INFORMATION

Personal Projects

- **Chomp Foods LLC:** A food ingredient search engine that helps people learn if certain foods are suitable for their diet. Chomp's proprietary algorithm accurately detects ingredients in foods that aren't considered compatible with a specific diet (vegan, vegetarian, gluten free). Chomp's database contains over 17,000,000 individual data points on over 545,000 food items from all around the world. Chomp also provides access to raw data through an API and through corporate data licensing agreements. Chomp was built on an Ubuntu LEMP server with a MySQL database, Redis (as an intermediary layer between the database and the front end), Cron Jobs (for automated data retrieval and updates), PHP 7, Symfony, JS, jQuery, HTML5, CSS, and Git. The repository for this project is hosted on GitHub. I use a kanban board to keep track of features and bugs.
- **Baseball Star:** A detailed baseball career simulation game based on a board game that I developed in 2017. Players create a fictional baseball player and manage their career from start to finish. Players are able to spend in-game currency to increase their player's attributes (hitting power, base running ability, etc.). I developed a play-by-play baseball game simulation engine that simulates the games in each player's season based on their attributes. The game runs on an Ubuntu 16.04 cloud server and utilizes a MySQL database, PHP 7, Symfony, JS, jQuery, Cron Jobs, HTML, CSS, and Git. This project's repository is hosted on GitHub and a kanban board is used to track features and bugs.

Throughout my career I have been faced with interesting and complex challenges. I truly believe that being a self-taught developer has helped me to think about these challenges differently and come up with creative solutions.