



Pete Inge

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I am a developer who has always loved the challenges that come along with building “things”; Things that function well, pleasing to the eye, and with a mission driven purpose.

I consider myself first a problem solver. From understanding how all the requirements of the project fit together, to figuring out the latest technology, problem solving is at the core. In the past few years, I have also enjoyed diving into **the process**; not just getting the project done, but **how** to get it done well. Through internal tooling, testing, CI/CD among other processes, I have enjoyed making teams more efficient and engaged in the innovative and captivating pieces of projects.

**Virginia Polytechnic
Institute and State
University,**
Blacksburg, Virginia

**Bachelor of Fine Arts: Art
Concentration: Graphic
Design**
May 2008

**Bachelor of Science:
Mathematics**
May 2005

Work Experience:

Bluecadet

Senior Systems Engineer

Oct 2021 - Present

Technical Lead

Oct 2019 - Oct 2021

Senior Developer

Jan 2016 - Oct 2019

Evaluating and advocating for the best technical approach while maintaining the creative vision for a project from concept through delivery
Balancing internal and external agency goals for the best product
Promoting processes that keep projects moving smoothly
Understanding and extracting multiple perspectives on projects and mediating issues across teams and disciplines
Estimating and reviewing complexity and time required for projects
Balancing creative project aspirations and complexity with existing budgets and scopes
Mentoring and coaching teammates
Developing internal tools to support agency developers and teams

Consulting Experience:

Freelance Developer

2006 - Present

Various dynamic, database driven websites developed incorporating various web technologies
Used existng CMS (Mainly Drupal or Wordpress) or developed custom systems
Primary focus on Drupal and custom module and theme development
3D modeling and animation

Tools & Skills:

Expert in Drupal (BE & FE)
LAMP stack
Jamstack
Unity
Data Structures
Prototyping
Code Testing

Project Development Plans
Requirements Analysis
Data Integrations and Management
CI/CD workflows (Circle CI & Github Actions)
QA and development workflows
API design and development



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Recent Work Examples:

Amon Carter Museum of American Art

This project consisted of two full phases with ongoing maintenance and optimizations. First, was the new full CMS build in Drupal 8. And was a straightforward, “typical” website. We did get to explore some interesting design elements and theming options.

In Phase 2, we incorporated Artwork & Archive collections into the main site and created a Collections explorer targeted at researchers and the general public. This consisted of syncing data from their Collections management software and from the Digital Asset Management software to build out the collection in the CMS. We then index the data in Solr. Due to our accessibility requirements, instead of using Drupal Views, we custom developed the Collection landing page front end and hand crafted the API to handle the exploring the collection.

Following Phase two, we have engaged with the client to improve and optimize sections of the website and create a more accessible site. Along with basic improvements for the client, we have taken deep dives into the infrastructure of the site, which included migration of all artwork imagery to an AWS S3 bucket. We also took deep dives into the actual code of the site to improve performance where we found areas to optimize code and change techniques to squeeze out as much performance out of Drupal as we can.

Links:

www.cartermuseum.org | www.cartermuseum.org/carter-collection

Natural History Museum of L.A County

NHMLAC sought to unify their brand across their four website properties. For this project we had an interesting design challenge which led to an exciting development challenge. We couldn't simply create 4 websites. Ultimately, with a lot of help from Drupal's Domain module, we were able to build one Drupal 8 CMS, with one Drupal theme which served up all 4 sites.

Links:

nhmlac.org | nhm.org | tarpits.org | hartmuseum.org

Independence Seaport Museum: River Alive Continuum Wall

The Continuum Wall was one piece of a large exhibition about the Delaware River Watershed. Developed in Unity, we were tasked with gamifying cleaning up the river. We have multiple stations where kids can interact with sensors (blow, spin, drum, roll) which help clean up the river. As the river gets cleaner, the water clears up with more and more activity on the river. Ultimately triggering “Party Mode”!

Read More:

bluecadet.com/work/riveralive | www.habithèque.com/river-alive