

Thomas Pedberezna

Seattle, WA

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Education

Northeastern University, Boston, MA

2014 - 2019

BS in Computer Science, magna cum laude

Related Courses: Algorithms and Data, Computer Systems, Object-Oriented Design, Database Design, Theory of Computation, Linear Algebra, Logic and Computation, and Discrete Structures

Signature Highlights & Skills

Enterprise-Scale Data Architecture Transformation

Managed and developed the migration of Intuit's Tax Tool from Vertica to an S3 data lake, migrated multiple pipelines from Vertica to Spark on EMR ensuring no data downtime along with data parity, owned and maintained 5+ Spark pipelines

Developer Productivity Engineering

Designed and implemented Testable, a groundbreaking tool for generating test data, and enhanced DBDeploy, significantly improving team efficiency, code quality, and iteration speed

Testing Excellence & Quality Advocacy

Championed testing automation, achieving >90% code coverage in previous roles, and set up testing frameworks in multiple codebases

Technical Leadership & Mentorship

Led cross-functional projects to deliver high-impact changes while mentoring junior engineers, fostering innovation, and elevating team capabilities through hands-on guidance and knowledge sharing

Related Work Experience

Intuit, San Diego, CA

2019 - 2024

Senior Software Engineer

- Led development and adoption of CPA tool, transitioning from outdated Vertica system to S3-based data lake, saving seven figures in infrastructure costs while improving accuracy, speed, and user satisfaction
- Spearheaded development of Testable, a tool that generated realistic, secure test data for TurboTax's data pipelines, reducing test data creation time from hours to minutes improving pipeline reliability
- Enhanced DB Deploy by enabling dataset-level deployments, reducing deployment time and complexity, and improving developer productivity by decoupling unnecessary dependencies
- Refactored critical join logic in the experimentation metrics engine (Scala + Spark), replacing a series of costly DataFrame joins with a reduce-union-grouping strategy, cutting EMR job runtime from 3 hours to 20 minutes and preventing job failure
- Developed and optimized a Spark pipeline for tracking TurboTax Online (TTO) abandonment by analyzing user clickstream data to identify exit screens and behavioral paths, in collaboration with analysts providing dynamic screen name mappings
- Improved EMR pipeline performance and cost-efficiency by introducing parallelization, job dependency tuning, and windowed reprocessing for mapping updates, reducing SLA from 10 AM to 7 AM and minimizing manual intervention

Asyncy, Amsterdam, Netherlands

Jan. - July 2018

Software Developer Co-op

- Architected multiple sample apps using StoryScript to show off Asyncy's main features/benefits
- Designed a handful of microservices using Docker from Slack-Bot to Elasticsearch containers
- Developed CLI for Microservice.Guide (new standard for creating and deploying microservices)
- Aided in DSL discussions for creation of StoryScript (language for choreographing microservices)

Intuit, San Diego, CA

Jan. - July 2017

Software Developer Co-op

- Worked on TestEasy, from usability tests to deploying on AWS, using React, Java, MySQL, and CloudFormation with 100% code coverage and UI automation tests
- Mentored next group of incoming interns rotating on to the TestEasy team
- Launched two tools, Codecov and HipTest, on AWS using docker images, RDS, and CloudFormation
- Lead for TurboPulse, third runner up project during one week hackathon across all of Intuit

Analytical Graphics Inc, Exton, PA

Jan. - June 2016

Software Developer Co-op

- Closed 34 issues for [Cesium](#) which included adding new features and improving existing code
- Utilized GitHub's API to create repository backups and let users save and share [Sandcastle](#) code samples
- Crafted code samples and blog post using the latest JavaScript frameworks to stimulate the Cesium community

Interests

Music making, Surfing, Tae Kwon Do, exercise, astronomy, hiking, neural networks, skating, game development