

PETE PERLEGOS

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(510) 579-4364

Recent Work:

Chief Software Architect at Stealth Stanford Startup

--System Architecture for production system: Building scalable compute architecture.
--Built prototype system managing a team of 6 engineers. System used a Flask API and scalable compute backend. System takes input variables, generates additional permutations to explore more optimal solutions, parallelized calculations of permutations, issue permutations to scalable compute, and store results in memory for quick retrieval. Results are retrieved by a UI web plugin.

Founder, CEO, and Chief Architect of Cloubrain, Inc.

--Saw a problem in the industry and began researching possible solutions.
--Built and managed a team of 5 with the technical and business skills to bring the product to market.
--Designed a datacenter optimization system: system architecture, data collection and analytics.
--Cassandra: built time series data collection, designed schema for analytics.
--Tested the system on VMware and OpenStack: deployment one bare-metal cluster (servers, networking), operations, API management.
--Convinced potential clients to provide datasets to validate and refine the solution.
--Admitted to UC Berkeley's LAUNCH: <http://launch.berkeley.edu/>
-LAUNCH is Berkeley's leading accelerator, designed to transform early stage startups into fundable companies. The accelerator teaches:
-Scalable Business Model Design, Interviewing Customers, Partners and Investors for Customer Validation, Building the Team, Startup Law (Incorporation, Intellectual Property, HR), Channels and Partners, Metrics That Matter, Telling Your Story, Startup Finance, Customer Support and Evangelism, Selling (Pipelines to Contracts to Closing), Funding for Startups, Networking and Pitching Investors
-Cloubrain was in the top 5 finalists in the LAUNCH competition
--Developed the business and goto market strategy related to the company.

Studied Cloud Computing at UC Berkeley. I understand the concept of scaling horizontally from a hardware, software, and networking perspective. My studies focused on cloud computing, distributed storage, virtualization management, datacenter networks, and machine learning.

I gave a talk on Cloud Computing at Xerox PARC. (Talk is available upon request.)

Education:

UC Berkeley

M.S. in Electrical Engineering and Computer Science.

B.S. in Electrical Engineering and Computer Science.

J.D. Santa Clara Law School. (details on last page)

Graduate Research:

My masters studies focused on distributed software systems.

My masters research was on structured peer-to-peer networks and distributed storage

(Oceanstore/Tapestry project, UC Berkeley).

Thesis Topic: DoS Defense in Structured Peer-to-Peer Networks

Coursework:

Technical:

- Math (MultiVar Calc, Diff Eqns, LinearAlg)
- Physics (Mechanics, Thermo, E&M, Optics)
- Digital Communication Systems
- Probability and Random Processes
- Analog Circuits, Digital Circuits
- Logic Design, Computer Architecture
- Embedded System Design
- Data Structures, Machine Arch/Language
- Compilers, Operating Systems
- Graduate Software System Design

- Artificial Intelligence, Machine Learning
- Advanced Networking Courses
- Distributed Service Architectures
- Cloud Computing, Virtualization
- Smart Phones and Cloud Computing
- Datacenter Networking

Business:

- Micro, Macro Economics
- Corporate Finance, Venture Design
- Strategic Comput. and Comm. Technology

Technical Skills:

Knowledge of large-scale distributed software systems: Hadoop/MapReduce, Distributed Storage Systems, Virtualization, Cloud Computing, OpenStack, Cassandra, Spark, Kafka, Flask, Memcached, Redis, MySQL, Postgres.
Python, Java, C, C++, PHP, Assembly, LISP, Cadence, Hspice, VHDL, Verilog.

Work Experience:

Chief Software Architect: Cloudbrain, Inc., 6/12-12/15

Led team in building data streaming and analytics system.

--Designed and built datacenter optimization system: system architecture, data collection and analytics. OpenStack: deployment one bare-metal cluster (servers, networking), operations, API management. Cassandra: build time series data collection, designed schema for analytics.

Legal Work/Assistant: Atmel Corporation, 5/06-7/06

--Worked for the General Counsel: Read over Contracts (Licensing Agreements, Equipment Financing Agreements), Review/Update of Internal Controls, Sale of Business Unit.

Product Development: Atmel Corporation, 5/04-8/04

--Worked on WiMAX (high speed wireless). Worked with both Atmel and partner company on development of WiMAX product.

Graduate Student Researcher: UC Berkeley, 5/02-12/03

--Researched on peer-to-peer networks and distributed storage systems. Completed my MS thesis on peer-to-peer overlay networks.

Hardware Design Engineer: Atmel Corporation, 5/01-8/01

--Designed(Verilog) an interface between an ARM microprocessor and nonvolatile memory.

Software Engineer: Atmel Corporation, 5/00-8/00

--Worked on software for a GSM cellular phone chip. Wrote software to test various functions of the GSM chip.

Hardware Design Engineer Intern: Atmel Corporation, 5/99-8/99

--Worked on parts of a voice recording chip. Worked on electrical circuit simulations, and modeled a delay element, an oscillator, and a voltage multiplier.

Major Class Projects/Papers (EECS)

LoPo (2010): Android project using local graffiti that allows people to learn about events in their area and post to events they are attending.

Feasibility of Dynamic Replication in Distributed Storage (2009): Network bandwidth in datacenters is often a scarce resource. Hard disk storage capacity is cheaper than network capacity and a replication strategy can mitigate the network load.

Google's Business Strategy (2002), Business Method Patents (2002)

Service Architectures (2002): Developing a Network/Business Model for Future Service Delivery

TCP Transparent Failover (2002), Mobile Virtual Network Operators (MVNOs) (2002)

Sensor Networks (2001), Modeling PicoRadio protocol using the Metropolis meta-model (2002)

Built an Operating System (2001), Built a compiler (2000), Implemented TCP/IP (2000)

MIPS Processor (2000): Designed a 32-bit MIPS processor from scratch.

Lithography Chip (1999) (Best Class Project)

Additional Skills:

Excellent Analytical Skills: Great at problem solving.

Excellent Oral Presentation Skills: Good at acting in high school. I had some of the best presentations in my classes.

Excellent People Skills: I have worked well in all of my classes that involved group projects and managed the projects. I also worked well with others in my graduate research. I know how to share ideas with people at all levels both within a group and between groups.

Foreign Languages: Fluent in Greek (speaking and writing). Some French (speaking and writing).

Achievements:

I am a member of HKN (EECS honor society).

Spring 1999: Digital Circuits class: My group had the best project in the class. We went far above and beyond what was expected.

Spring 2000: Computer Architecture class: We designed a high performance MIPS processor with a pipeline, cache system, and some DSP. My group did this 4 person project with 2 people.

2007: Passed CA BAR exam on my first attempt.

2008: Recovered from a bicycle accident after being hit by a car.

2009: Gave a talk at Xerox PARC on Cloud Computing.

Personal Profile:

Highly motivated, quick to learn, responsible, passionate, disciplined.

Hobbies include swimming, mountain biking, hiking, skiing, grape farming, wine making.

Santa Clara Law School

J.D. Passed CA Bar Exam on first attempt.

Legal Coursework:

- Contracts, Torts, Criminal, Property
- Legal Research and Writing
- Constitutional Law, Appellate Advocacy
- Civil Procedure, Evidence, Criminal Procedure
- Will & Trusts, Community Property
- Professional Responsibility
- Business Organizations, Negotiation
- Advanced Corporations (Structure, M&A)
- Securities Regulation, Venture Capital
- Technology Licensing, Technology Agreements
- Representing the Public Tech Company
- International Business Transactions, International Finance
- Federal Corporate Income Tax
- Mass Communication Phone Broadband Regulation

Law School Papers

Cross Licensing: Cross-licensing is accelerating innovations by licensors and licensees in post-licensing periods by increasing innovation possibilities available to each other, through an increase in the companies' patent portfolio size and technological categories. This cumulative innovation benefit of cross-licensing is most apparent in industries with highly complementary patents, such as semiconductors.

Broadband Regulation for Service Delivery: Changes in technology have resulted in changes in the telecommunications market. Today, all services are data/info that can be carried over data capable infrastructure. The new technology is resulting in a multi-competitor market instead of the monopoly market that the old regulation is premised upon. This market transformation, does not allow for the effective deployment of broadband or the achievement of social goals through the use of the present regulations. Thus, regulations must be changed to fit the new technology and market.

Legal Work/Assistant: Atmel Corporation, 5/06-7/06

--Worked for the General Counsel: Read over Contracts (Licensing Agreements, Equipment Financing Agreements), Review/Update of Internal Controls, Sale of Business Unit.