

Peter Chen

Full Stack Developer | New York, New York (open to relocation)

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EDUCATION

Texas Christian University

Bachelor of Science in Computer Science

May 2025

TECHNICAL SKILLS

Languages: Java, SQL, JavaScript/TypeScript, HTML/CSS

Frameworks & Libraries: Spring Boot (+ Security), Vue.js, React, Next.js

Cloud & Tools: AWS (S3, EC2), Docker, Nginx, Git/GitHub, Postman, Redis

PROJECTS

County Data Webapp – Software Developer | *Spring Boot, Vue.js, AWS*

August 2024 – May 2025

- Collaborated on a 6-person Agile team to develop a multi-tenant parcel lookup SaaS (3 counties, 300,000 records) with role-based access control.
- Built an ETL pipeline that processes 150,000 parcel records in under 60 seconds.
- Secured REST APIs with **Spring Security**, **JWT authentication**, and **Redis**-based one-time tokens.
- Automated subscription billing via **Authorize.net** Subscriptions and signed webhooks, designed to replace a manual QuickBooks renewal workflow (2 hrs/month admin effort).
- Built layered tests: unit (**JUnit 5**, **Mockito**) for service and integration (**MockMvc**, **Testcontainers/Redis**) for controller.

WJCLearning – Volunteer Web Developer | *Next.js, React, TypeScript, Vercel*

November 2025 – January 2026

- Replaced an outdated, hard to maintain site with a focused single-page marketing flow that clearly presents tutoring services and makes it easier for parents to inquire about sessions.
- Built reusable, responsive UI components (hero with CTAs, carousel, trust section, footer) in Next.js with TypeScript.
- Implemented an inquiry flow that dynamically filters tutors and available times by subject, reducing manual coordination for administrators.
- Deployed the site on Vercel and configured DNS through GoDaddy so changes merged to the main branch automatically build and deploy.

Tank Game | *JavaFX*

September 2024 – December 2024

- Designed a sweep-and-prune collision detector (sorted x-axis + sliding active set) that pruned pairwise checks vs. naive $O(n^2)$ and sustained smooth gameplay with approximately 150 concurrent AI tanks.
- Built distance and line-of-sight-based targeting for AI to pursue the nearest enemy and fire missiles.

Portfolio Site | *Vue.js, Docker*

February 2025 – Present

- Built a CI/CD pipeline using GitHub Actions for a low-resource EC2 instance (1GB RAM), offloading builds to avoid memory issues during deployment.
- Configured Nginx + TLS + Cloudflare DNS for secure deployment and traffic proxying.

RELEVANT COURSEWORK

Analysis of Algorithms, Operating Systems, Database Systems, Computer Systems, Cloud Computing, Web Technologies, Software Engineering, Object-Oriented Design