

PETER CHEN

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Education

Texas Christian University

August 2019 - May 2025

Bachelor of Science in Computer Science

Major GPA: 3.194

Relevant Coursework

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|--------------------------|------------------------|-------------------------|---------------------|
| • Data Structures | • Data Structures | Concepts | Programming |
| • Analysis of Algorithms | • Unix/Linux System | • Computer Organization | • Operating Systems |
| • Database Systems | Admin | • Cloud Computing | • Data Mining and |
| • Computer System | • Web Technologies | • Software Engineering | Visualization |
| Fundamentals | • Programming Language | • Object Oriented | • Computer Networks |

Computer Skills

Languages: Python, Java, C, SQL, HTML/CSS, Javascript, Typescript

Technologies/Frameworks: AWS (Cloud Services: storage, authentication, serverless), Docker, Nginx, Springboot, Spring Security, Vue.js, React, Github, , CI/CD Pipeline (Github Actions), Git

Experience

Rollin' N Bowlin'

January 2021 – December 2021

Barista

Fort Worth, Texas

- Assisted guests with making menu choices in an informative and friendly manner.
- Managed closing duties, including restocking items and maintaining equipment to ensure efficient operation.
- Ensured satisfaction of guest with each beverage or food course, addressing any concerns.

Hong Kong Buffet

January 2016 – May 2019

Waiter/Cashier

Jacksonville, Texas

- Trained new waiters on guest service expectations, safety procedures, proper food handling, and restaurant protocols
- Delivered exception, fast and friendly service to ensure customer satisfaction
- Managed time effectively to ensure completion of running side work and table service

Projects

ParcelSearch | *Spring Boot, Vue.js, Wordpress, PostgreSQL*

- Implemented a multi-tenant SaaS application with role-based access control using **Spring Boot** and **PostgreSQL**, ensuring complete data isolation for each tenant and seamless user management.
- Modernized a county data platform to enable multi-county searches and scalable database integration, improving search performance and future-proofing the architecture.
- Secured the platform end-to-end by implementing **Spring Security** (Basic Auth, Authorization Managers, JWT), Redis for time-limited tokens, and front-end/back-end authorization guards to minimize unauthorized access.
- Containerized both the back-end and front-end applications using **Docker**, with **Nginx** serving static front-end assets, enabling consistent environments across development, testing, and production.
- Designed a hybrid data model leveraging **PostgreSQL + JSON fields** to accommodate county-specific attributes, ensuring minimal schema changes for future expansion and reducing deployment complexity
- Adhered to Agile best practices - utilizing spring backlogs, GitHub issue tracking, and a CI/CD pipeline to streamline development, testing, and deployment processes.

2D Tank Game | *Java, JavaFX, Object-Oriented Programming (OOP)*

- Designed and developed a 2D tank game as a solo project, showcasing OOP principles and JavaFX for a dynamic user interface.
- Implemented player-controlled tanks with smooth movement, AI opponents capable of tracking and attacking, and robust collision detection for tanks, obstacles, and projectiles.
- Developed game mechanics including power-ups like medpacks, obstacles, and missile cooldown functionality
- Documented the project with a comprehensive README on GitHub and JavaDoc comments, providing features, gameplay details, setup instructions, and project structure

Honors, Memberships, Activities

Computer Science Society, 2022, 2025

TCU Math Club, 2021, 2025