

# Peter Chen

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## EDUCATION

**Texas Christian University**  
*Bachelor of Science in Computer Science*

Aug. 2019 – May 2025  
*Major GPA: 3.19*

## TECHNICAL SKILLS

**Languages:** Java, Python, C, SQL (Postgres), JavaScript, TypeScript HTML/CSS  
**Frameworks:** Spring Boot (+ Security), React, Vue.js  
**Developer Tools:** AWS (S3, LightSail), Docker, Nginx, Git/GitHub

## PROJECTS

**Parcel Search** | *Spring Boot, Vue.js, PostgreSQL, Docker, Nginx, AWS LightSail* August 2024 – Present

- Architected a multi-tenant SaaS (3 counties, 300 k+ records) with strict data isolation and role-based access control.
- Designed an Extract-Transform-Load (ETL) pipeline that loads 150k records in <1 min (down from a 20 min prototype), a 95% improvement.
- Implemented end-to-end security (Spring Security + JWT, Redis one-time tokens, Nginx/Vue route guards); 0 breaches reported.
- Dockerized front-/back-end behind Nginx reverse proxy, cutting local spin-up time to < 5 min.
- Integrated Authorize.Net subscription APIs, automating renewals and saving sys-admins ~4h per month.

**Tank Game** | *JavaFX, Git* September 2024 – December 2024

- 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.

## RELEVANT COURSEWORK

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

## MEMBERSHIPS, ACTIVITIES

**Computer Science Society**, 2022, 2025  
**Math Club**, 2021, 2025