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*

RELEVANT COURSEWORK

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

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

PROJECTS

WJLCLearning – Volunteer Web Developer | *Next.js, React, TypeScript* November 2025 – Present

- Replaced an outdated, hard to maintain site with a focused single-page marketing flow that clearly presents tutoring services and makes it easier for parents to inquire about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.

- Integrated and customized Google Forms to handle tutoring inquiries without a backend, dynamically showing tutors and available times based on the selected subject for structured, low-maintenance submissions.

- Deployed the site on Vercel and configured DNS through GoDaddy so changes merged to the main branch automatically build and deploy.

County Data Webapp | *Spring Boot, Vue.js, PostgreSQL, Docker, 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.

- Developed an Extract-Transform-Load (ETL) pipeline that loads 150,000 records in under 60 seconds.

- Designed and secured RESTful APIs with **Spring Security + JWT** and **Redis** one-time tokens, protecting sensitive data.

- Automated subscription billing with **Authorize.net** APIs and webhooks, eliminating 2 hours per month of manual renewals for system admins.

- Built layered tests: unit **(JUnit 5, Mockito)** for service and integration **(MockMvc, Testcontainers/Redis)** for controller.

Portfolio Website | *JavaFX, Git* August 2025 – Present

- Designed a CI/CD pipeline for a 1 GB RAM EC2 host by offloading builds to GitHub Actions and pulling prebuilt artifacts/images on the instance, eliminating deploy freezes

- Configured Nginx + TLS + Cloudflare DNS for secure deployment and traffic proxying

Tank Game | *JavaFX, Git* 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.