

Peter Joseph Buddendeck

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📍 Falls Church, Virginia

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Education

William & Mary, Williamsburg, VA

August 2021 – May 2025

Bachelor of Science in Computer Science, Minor in Data Science

- Cumulative GPA of 3.77, *magna cum laude*
- Dean's List Fall 2021 – Spring 2023, Spring 2024 – Spring 2025
- Relevant courses include Data Structures, Algorithms, Finite Automata, Network Systems and Design, Applied Machine Learning, and Web Programming

Technical Skills

AWS AI Practitioner Certification (In progress)

June 2025 – Present

Experienced with: Java, Python, C, C++, HTML, CSS, JavaScript, React, Git, GitHub, SDL2, Hugging Face, TreeSitter, TensorFlow, SQL, Scikit-Learn, NumPy, Pandas, PyTorch, ArcGIS, Microsoft Office Suite, Google Suite, LaTeX

Project Experience

Personal Website, Falls Church, VA (In progress)

May 2025 – Present

- Developed and deployed a responsive personal website using React, HTML, CSS, and JavaScript to showcase skills and projects.
- Implemented GitHub Pages for version control and accessibility, enhancing professional visibility.

Kill Alien, Game Design Course, Williamsburg, VA

February 2025 – May 2025

- Engineered a fully functional game using C++ and SDL2 in a team of four, following agile practices and abstraction principles.
- Recognized as the best game of Spring 2025 through votes from fellow classmates.

Custom Stream Overlay, Super Smash Bros. Club, Falls Church, VA

December 2024 – February 2025

- Expanded the open-source Ultimate Stream Tool project utilizing HTML, CSS, and JavaScript.
- Enhanced the Super Smash Bros. Club's online appearance and presence.
- Revitalized interest in Twitch livestreams and began the trend towards a unified brand vision for the organization.

AST Aligner, Software Engineering Course, Williamsburg, VA

September 2024 – December 2024

- Pioneered a PyPI library and frontend tool to visualize code snippets displayed in a TreeSitter Abstract Syntax Tree.
- Leveraged multiple tokenizers from HuggingFace and utilized tools such as PyTorch and React.
- Collaborated within a six-person team using Git for version control, peer reviews, and agile task management.

Leadership Experience

Team Member, William & Mary Esports, Williamsburg, VA

March 2022 – May 2025

- Improved personal and team gameplay skills during weekly practices and facilitated the growth of team culture.
- Represented the university on a national level, including 17th place out of 154 teams during the Spring 2025 circuit.
- Assisted in facilitating over 50 weekly tournaments and livestreams for the Smash Bros. Club.

Orientation Aide, Student Transition Engagement Programs, Williamsburg, VA

August 2022, 2023, 2024

- Personally welcomed over 50 new students into the William & Mary community over the course of 3 fall Orientations.
- Consulted with over 100 fellow upperclassmen each year to organize bonding events and ensure the safety of new students.
- Displayed a propensity for empathy and teamwork that led to my selection amidst a competitive hiring pool.

Programming and Robotics Counselor, TIC Camp, McLean, VA

June 2023 – August 2023

- Educated over 30 adolescents about the fundamentals of computer science and robotics using Python, Scratch, and LEGO Mindstorms over the course of three 2-week sessions.
- Corresponded with management and fellow counselors, adapted to changing job requirements, cultivated positive relationships among students and staff, and fashioned lessons for varied skill levels.

Supplementary Experience

Feline Caretaker, Falls Church, VA

May 2024 – Present

- Earned multiple 5-star client reviews for my dependability and attention to detail as a professional cat sitter.

Musical Involvements, Williamsburg, VA

August 2021 – May 2025

- Represented William & Mary as a trumpet player at March Madness 2025, the institution's first NCAA appearance.
- Volunteered as the Pep Band's Music Librarian, where I maintained and organized a physical library of over 100 pieces.
- Served as Media Director for Delta Tau Omicron Co-ed Music Fraternity.
 - Successfully advertised four recruitment seasons and four philanthropy events using custom Canva graphics.
 - Led to the acquisition of over 10 new members and immense charitable contributions towards Music for All, Inc.