

YANXIN PENG

Phone: +1 (213)5697506 | **Email:** peterpen@usc.edu

Address: 3025 Walton Ave, CA, 90007 | **LinkedIn:** <https://www.linkedin.com/in/peter-peng-4456aa253/>

EDUCATION

University of Southern California, Bachelor of Science | Los Angeles, CA

Expected Graduation in May 2026

- **Major** in Computer Science and **Minor** in Music Production & Artificial Intelligence (GPA: 3.67/4.00)
- **Core Courses:** Algorithms and the Theory of Computing, Software Engineering, IOS App Development, Video Game Programming, Game Engine Programming

WORK EXPERIENCE

BasketBLE | University of Southern California

January 2023 – Present

IOS Developer

- Pioneered the development of BasketBLE, an innovative iOS application designed to track real-time availability of basketball courts, enabling players to find and join games effortlessly.
- Seamlessly integrated Google Places, SendBird, and OpenWeather APIs to enrich app functionality, offering users comprehensive court information, weather updates, and a dynamic communication platform.
- Expertly crafted a user-friendly interface using UIKit and Autolayout, enhancing user experience in account management, in-app messaging, and interactive map navigation.
- Engineered a robust and secure NoSQL Firebase database for user authentication and data storage, ensuring high performance and data integrity.

HousingPedia | University of Southern California

August 2023 – Present

Co-Founder and Full-Stack Developer

- Co-founded and spearheaded the development of HousingPedia, a web application designed to streamline the process of finding university-affiliated housing, with a special focus on short-term leases for students during internships and summer sessions.
- Utilized Vue.js to architect and implement the front-end, delivering a responsive and intuitive user interface.
- Implemented a Firebase-based NoSQL database to facilitate secure user registration, login, and housing data storage.
- Drove the entire project lifecycle from concept to deployment, ensuring a seamless user experience and efficient backend functionality.

JoseTable 2.0 | University of Southern California

Sep 2022 – Dec 2023

Software Developer

- Contributed to the development of JoseTable 2.0, an advanced restaurant management application, by integrating Yelp API for comprehensive restaurant data retrieval.
- Implemented Java Servlets for efficient backend data processing and management.
- Developed concurrent programming algorithms to simulate real-time driver dispatch and order delivery systems.
- Constructed a SQL database to support essential functionalities including user registration, favorites, and reservation services.
- Enhanced front-end user experience by applying HTML5, CSS, and AJAX, facilitating dynamic interaction between the user interface and backend systems.

Next-Gen Learning | University of Southern California, SpatialSC

Sep 2022 – Dec 2023

VisionOS Software Development, Hackathon

- Participated in the development of VisionOS for the Next-Gen Learning project during a SpatialSC hackathon.
- Utilized Luma Generative AI API to create real-time 3D models from videos, enhancing the learning experience for users.
- Implemented AR features using Reality Kit in Xcode 15.0 Beta, combined with the Vision Pro simulator, to develop immersive educational content.
- Collaborated in a fast-paced, innovative environment, contributing to the cutting edge of educational technology.

LEADERSHIP EXPERIENCE

SpatialSC XR Club | Senior Member

September 2021 – Present

- Spearheaded the development of an interactive XR (Extended Reality) project utilizing Unity and Maya, focusing on creating immersive educational experiences.
- Collaborated with a team of developers and designers to ideate, design, and implement XR solutions for campus-wide events.
- Conducted workshops and presentations on XR technologies, sharing knowledge and best practices with club members.

SKILL & INTERESTS

- **Technical Skills:** C++, Swift, Firebase, SQL, HTML5, Maya, Unity, JavaScript
- **Language:** English (Fluent), Chinese Mandarin(Fluent)
- **Interests:** Work out, Guitar, Piano