

Peter A. Grieve

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Career Summary

Full Stack Web/Software Developer with a passion for building websites and applications. Earned an Associate's Degree from NHTI and completed the UNH Coding Bootcamp. Excels at learning new skills quickly as well as adapting to new roles. Communicates effectively in groups in order to make consistent progress on difficult tasks. Enjoys methodically solving challenging problems with a positive attitude.

Technical Skills

Full-Stack Web Development, Web-Page Design, Physics Programming, Programming Data Structures, Windows Programming, Programming with SQL databases, Basic Networking, Writing Progress Reports, Constructing Power Point Presentations

C#, C++, Javascript, HTML

Adobe Photoshop, CSS, JQuery, AJAX, Google Firebase, Node.js, MySQL, Express.js, Handlebars.js, Sequelize, MongoDB, Mongoose, React.js, Heroku

Notable Projects

React.js Clicky Game

In the React.js Clicky Game, the goal of the game is to click every tile once. The tiles shift with each click, and if you click the same tile twice, you lose.

<https://petergrieve.github.io/clicky-game/>

Author List

Author List is a C# Windows Form Application. It reads a list of authors from a file and displays them. Users can sort the list, edit any author's information, or add a new author altogether.

<https://github.com/PeterGrieve/CsharpAuthorList>

Employee Manager

The Employee manager is a C# windows application that populates a list of employees and a list of projects using data from a SQL database. Users can then select a project and assign employees to that project as needed.

<https://github.com/PeterGrieve/CsharpEmployeeManager>

Education

Jan. 2020 – May 2022(Estimated) | University of New Hampshire | Bachelor of Arts in Computer Science

Jun. 2018 – Dec. 2018 | UNH Coding Bootcamp | Certificate of Completion

Sep. 2014 – May 2017 | NHTI, Concord's Community College | Associate's of Science in Animation and Game Graphic Programming