Peter | Skills

Full-stack Developer

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Languages: JavaScript (Browser & Node.js), HTML5, CSS, PHP

Frameworks: React, Express, Foundation, CakePHP

Tools: Git. Atom, ITerm2, Grunt.js

Libraries: Socket.io, jQuery, Sass, Browserify

Work Experience

Choozle, Inc: Development Intern

• June 2015 - September 2015

- Assisted in the development of the Choozle platform through error fixing and feature addition. Worked with a team of five other developers. Solved problems on all ends of the stack using PHP, JavaScript, and SQL.
- Used **Git** for version controll and **Jira** for task management.
- Company Website: https://choozle.com/

Live Photo Interactive Video Vignettes: Front-end Developer

- June 2014 September 2014
- Assisted in the development of a learing management system targeted at universities. Worked with a team of two other developers adding features and documentation. Used JavaScript, HTML5, and CSS.
- Used **Underscore.js** for templating.
- Used Mercurial for version control.
- Project Information Page: http://www.compadre.org/ivv/

Projects

Interlude: Full-stack Developer

- A music based multi-player browser game made in a team of four designers and four developers. Players used phones as controllers and connected them to a shared display through a webpage.
- Project was displayed at the Imagine RIT festival on May 2, 2015.
- Used a **Node.js** server with **Socket.io** to connect phones to a single display in real time.
- Large screen display created with HTML5 Canvas.
- Project Homepage: http://interlude.rocks

A Scanner Orderly: Server Developer and Construction

- A 3D printed coaster, made in a team of three, that communicated with a server. The coaster allowed users to queue up orders from a color coded menu. The orders were sent to a web interface and displayed in chronological order.
- Built with an **Arduino**, LEDs, an FSR sensor, and an RGB sensor.
- Server implemented using **Node.js**

Other Experience

Ski Instructor: Stratton Mountain Ski Resort. Winters 2010 - 2012

- Aided in the instruction of children ages 4-6
- Led groups of up to six children in instruction

Camp Counselor: Campus Kids. 2013 - Summer

- Supervised children ages 7-14 in activities
- Worked with two other counselors supervising a group of 14 boys

Education

Rochester Institute of Technology, Rochester, NY Bachelor of Science in Game Design and Development, expected May 2016

Honors: RIT Honors Program Deans List: Every Semester

GPA: 3.9/4.0