Quinn Peterson

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EDUCATION

May 2024 **Liberty University Bachelor of Science in Computer Science**

Dean's List, 2021 - 2022

GPA: 3.4

TECHNICAL SKILLS

- FRONTEND: HTML / CSS, JavaScript / jQuery, 508 Accessibility, Responsive Design
- BACKEND: C# / ASP.NET, PHP / WordPress, NodeJS, SQL, NOSQL (MongoDB)
- FRAMEWORKS: React, React Native, Bootstrap, Laravel / Symfony
- SOURCE CONTROL / CLOUD SERVICES: Git (Git Flow), GitHub, Bitbucket, SCRUM / Agile, AWS, Azure, Docker
- CORE PROGRAMMING LANGUAGES: C, C++, Java, Python, Typescript

PROJECTS

FLAVOR FUSE Code • Live Demo

Recipe App Social Media App

February 2023 - May 2023

- Designed a recipe app using C# and ASP.NET, ReactJS, and Firebase, providing a platform for sharing recipes.
- Integrated Google sign-in authentication, enabling users to access the application using their existing Google credentials.
- Implemented recipe searching and filtering, ingredient lists and nutritional info, step-by-step instructions, and user ratings.
- Leveraged Firebase storage for recipe data management, enabling users to easily upload images alongside their recipes.

PLAY TUBE Code + Live Demo

A YouTube Clone Website

August 2022 - November 2022

- Developed a YouTube clone project using PHP and MySQL, features include video uploading, commenting, and liking.
- Implemented features like video uploading, commenting, liking, using AJAX to enable real-time interaction between users.
- Utilized HTML, CSS, and JavaScript to create a responsive user interface, optimized for a range of devices and screen sizes.
- Optimized database queries and server-side code for improved performance and reliability, minimizing latency for users.

PATH TO PROGRESS Code + Live Demo

Milestone Tracking CRUD App

October 2022 - January 2023

- Created a dynamic user interface using React components, allowing users to create, edit, and track milestones in real-time.
- Leveraged MongoDB's to store and manage project data, including user profiles, project details, and task lists.
- Implemented automated milestone reminders, custom notifications, to enhance engagement and usability for users.
- Utilized CSS media queries and responsive design principles to create a seamless experience on various screen sizes.

A Fast-Paced Multiplayer Tank Game

Code + April 2023 - May 2023

- Developed a multiplayer tank game using Node.is and Socket.io, allowing for real-time communication between players.
- Implemented game mechanics such as player movement, shooting, and health using JavaScript and HTML5 canvas.
- Designed and optimized the game's network architecture to handle high volumes of data and minimize latency.
- Used Socket.io to establish communication between the server and clients, for reliable real-time updates and interactions.

EXPERENCE

BATTLE BLITZ

Mondelez International, Retail Merchandiser

May 2022 - Present

- Pack and unpack items to be stocked on shelves in stockrooms, warehouses, or storage yards. Store items in those areas.
- Mark stock items using identification tags, stamps, electric marking tools, or other labeling equipment.
- Clean and maintain storage areas in order to ensure compliance with safety regulations.

Chick-Fil-A Hagerstown, Team Member

July 2020 - July 2021

- Restocked and food display cases with fresh selections to decrease customer waiting during busy periods.
- Performed food preparation responsibilities to meet franchise standards for quantities, speed, and packaging.
- Prepared variety of foods according to customers' orders or supervisors' instructions, following approved procedures.

COMMUNITY SERVICE

Computer Science Mentor, Liberty Nexus

Aug 2022 - Present

- Provided computer science programming skills for new students, in challenging classes and performing code review for their
- Collaborated with other CS students to set up a study guide and aided on various computer science assignments and projects.