Chase Peterson

San Diego, California





Education

UC San Diego

Bachelor of Science in Computer Science

Bachelor of Arts in Music with an Emphasis in Technology

Salutatoriar Rank 2/250

Classical Academy High School
Salutatorian

GPA: 3.90/4.00

September 2020 - June 2025

September 2016 - June 2020

Escondido, California GPA: 4.48/4.00

San Diego, California

Technical Skills

Languages Java, Python, HTML/CSS, JavaScript, TypeScript, C, C#, C++, SQL, R, MATLAB

Technologies/Frameworks React, React Native, Next.js, Node.js, Express.js, MongoDB, Firebase, WordPress, Godot, Unity **Developer Tools** Git/GitHub, Figma, Unix, VS Code, Eclipse, Visual Studio, Vim, TailwindCSS, Vercel

Experience

Origin Golf
Full-Stack Software Engineer

June 2022 - Present

Vista, California

- Launched a full-stack machine shop management website to track all jobs in the machine shop. This tool consistent facilitated day-to-day planning and communication, and saved hours from searching for missing fixtures.
 - Built the management website in Next.js, a React-based framework, using a MySQL database interfacing with Node.js in the backend. Implemented responsive design to be compatible with iOS and Android screens.
 - Implemented a momentary history page to show the state of the shop at any moment in time, and a history log with a filter.
- Developed an order management website for tracking all active customer orders. This tool dramatically improved workload awareness, leading to more dynamic workforce management to scale with the needs of the company.
 - Designed the orders page in Figma, then created it using Next.js, MySQL, Node.js, and TypeScript.
 - Implemented a history log to track all changes to orders for ease of use.
- Created a time-clock management tool to decrease payroll time by an estimated 30%, and a machine code conversion tool
 both in Java and React. One of the conversion tool's many settings improved machine time by 3 hours per 1000 parts.

TritonThenix

July 2024 - Present

UC San Diego

Software Engineering Internship

- Developed **50**% of the project's major front-end components in **React Native** with a emphasis on creating **highly customizable and reusable components** for covering more use cases and saving future development time.
- Led the integration of **Firebase** into the application, connecting the frontend application to a **Google Firestore database**.

Jacob's School of Engineering

Computer Science Tutor

January 2024 - March 2024 UC San Diego

• Served as a tutor for CSE 105, **Theory of Computation** at UC San Diego. Held weekly office hours, answered questions in class, wrote answer keys for exams, graded homework and exams, and proctored exams, among other responsibilities.

Leadership Opportunities

Technology Director for Video Game Development Club

September 2023 - Present

• Designed and developed a **new club website** with accessible event and news integration for other club members to use. Served concurrently as **treasurer**, overhauling the club's financial systems and records to manage the **\$3500 budget**.

Game Development Team Lead

October 2023

• Orchestrated the development of **Spellthief** with 5 team members, completing a video game using **Godot** in 2 weeks. Advised the team using **personal experience** from **8 previous game jams** as a solo developer.

Software Engineering Team Lead

September 2022 - December 2022

• Led a team of 10 students to create Roommate Hub, an apartment management website, in HTML, CSS, and JavaScript. Coordinated team meetings, allocated tasks, and contributed 87 out of 454 commits, achieving an A in the class.

Computer Science Mentor

September 2023 - June 2024

 Served as mentor to 4 computer science students at UCSD in the Mentor Collective program. Coordinated individual meetings tailored to each mentee's needs, including preparing lessons, resources, and answers to questions.

Awards

Salutatorian at Classical Academy High School National Merit Commended Scholar

Provost Honors (Every Quarter Enrolled at UCSD)