CHASE PETERSON

Vista, California

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Education

UC San Diego	**September 2020 – Expected June 2025**
Bachelor of Science in Computer Science	*San Diego, California*
Bachelor of Arts in Music with an Emphasis in Technology	*GPA: 3.90/4.00*
Classical Academy High School	**September 2016 – June 2020**
Salutatorian	*Escondido, California*
Rank 2/250	*GPA: 4.48/4.00 (Unweighted 4.00/4.00)*

Technical Skills

Languages: Java, Python, HTML/CSS, JavaScript, TypeScript, C, C#, C++, SQL
Developer Tools: Unix, Git, VS Code, Eclipse, Vim, TailwindCSS, Figma
Technologies/Frameworks: Node.JS, React, Next.js, GitHub, Express, MongoDB, Vercel, WordPress, Godot

Experience

Origin Golf　　　　　　　　　　　　　　　　　　　　　　　　　　　　　**June 2022 – Present**
Software Engineer　　　　　　　　　　　　　　　　　　　　　　　　　　　　　*Vista, California*

- Launched a full-stack **machine shop management website** to track all jobs in the machine shop. This tool **facilitated consistent day-to-day planning** and communication, and saved hours from searching for missing fixtures.
- Developed tools & websites using **Next.js, Java, and MySQL** to increase efficiency, in one case improving machine time by 3 hours per 1000 parts.
- Developed a time-clock management tool to **decrease payroll entry time** by an estimated 30%.
- **Lead an ongoing effort** to sell golf putters directly to customers. This includes building an eCommerce website, finding suppliers, placing orders for parts, and sales & marketing.

Leadership Opportunities

Video Game Development Club Treasurer | *Logistics, Teamwork, Finances*　　　**September 2023 – Present**

- Collaborated with the VGDC board to **pioneer a new game design major** at UCSD, becoming the **first club in the school's history** to spearhead the creation of a new major.
- Overhauled the club's **financial systems and records** to manage the **$2500 budget**, plus additional funding.
- Built a **new club website** with **clear documentation** to streamline website management in the coming years.

Computer Science Mentor | *Communication, Leadership*　　　　　　　　　　**September 2023 – Present**

- Serve as mentor to **4 computer science students** at UC San Diego through the Mentor Collective program.
- Coordinated individual meetings **tailored to each mentee's needs**, including preparing lessons, offering resources, and answering questions from personal experience.

Game Development Team Lead | *Team Management, Game Design*　　　　　　　　　**October 2023**

- Orchestrated the development of **Spellthief** with 5 team members, creating a video game using **Godot** in 2 weeks.
- Advised the team using **personal experience** from **8 previous game jams** as a solo developer, avoiding pitfalls and leading to an polished and impressive final product.

Software Engineering Team Lead | *Team Management, Web Development*　　**September 2022 – December 2022**

- **Led a team of 10 students** to create **Roommate Hub**, an apartment management website built in **HTML, CSS, and JavaScript** for a software engineering class.
- Coordinated **team meetings**, set goals, allocated tasks, and contributed 87 out of 454 commits. Facilitated **communication and collaboration** between team members, achieving an A in the class.

Assistant Programming Teacher | *Communication, Leadership, Java*　　　　**January 2017 – June 2018**

- Taught the **Robotics class at Classical Academy High School** for two full semesters while enrolled as a student, under the supervision of the official teacher.
- **Designed a new curriculum** and **gave daily lectures** to teach the students basic programming in Java.

Awards

National Merit Commended Scholar
Salutatorian at Classical Academy High School