# Chase Peterson
**San Diego, California**

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## Education

**UC San Diego**
**Bachelor of Science in Computer Science**
**Bachelor of Arts in Music with an Emphasis in Technology**

September 2020 - June 2025
San Diego, California
GPA: 3.90/4.00

## 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, AWS, WordPress, Godot
**Developer Tools**  Git/GitHub, Figma, Unix, VS Code, Eclipse, Vim, TailwindCSS, Vercel, Expo

## Experience

**Origin Golf**
**Software Engineering Intern**

June 2022 - August 2024
Vista, California

- **Independently developed and launched full-stack machine shop organization and order management websites:**
  - Created a MySQL database for both tools to maintain up-to-date information about the machine shop and company, as well as a complete history of all jobs and orders, interfacing with the front-end using Node.js.
  - Developed the front-end interfaces with Next.js (built on React.js) with a responsive UI designed in Figma. Created filterable history pages based on company feedback to view the full history of both tools, enabling user errors to be easily reversed.
  - Increased workload awareness and organization by an estimated 80%, leading to more dynamic workforce management to scale with the needs of the company and virtually eliminating the issue of overstaffing.

- **Created several additional tools and websites to increase efficiency:**
  - Developed a time-clock management tool to decrease payroll entry time by an estimated 30%.
  - Built a conversion tool, once in Java for desktop users, and again in React for web users, to optimize manufacturing time. One of the tool's many settings improved machine time by 3 hours per 1000 parts.

**TritonThenix**
**Software Engineering Intern**

July 2024 - Present
UC San Diego

- 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.

## 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. Developed the events system using the Google Sheets API, allowing our events team to easily update its information without technical skills.
- Served concurrently as treasurer, overhauling the club's financial systems and records to manage our $3200 annual budget, and working closely with the events coordinator and executive team to plan and finance all club projects, activities, and events.

**Computer Science Mentor**

September 2023 - June 2024

- Served as mentor to four 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.
- Regularly tutored two students in LeetCode, landing them both summer internships.

## Projects

**Game Jam Entries**

- Designed and developed a variety of video games, including several for the bi-annual Ludum Dare game jams.
- Created a custom 2D game engine built in Java as the base, updating it and adding new features after every game jam.

**Custom CPU**

- Built a custom CPU in CSE 141L using SystemVerilog and a code assembler using Python to translate a custom-designed assembly language to machine code. Finished first in the class, achieving a perfect grade.

## Coursework

**Machine Learning**    **Computer Vision**    **Computer Architecture**    **Cybersecurity**    **Operating Systems**

## Awards

**Salutatorian at Classical Academy High School**
**National Merit Commended Scholar**
**Provost Honors** (Every Quarter Enrolled at UCSD)