





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, MongoDB, Firebase, WordPress, Godot

Developer Tools Git/GitHub, Figma, Unix, VS Code, Eclipse, 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 running on the machines.**
 - 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.
 - Created a [momentary history page](#) using the same tools, showing the exact state of the shop at any moment in time, and a [history log](#) with all changes viewable with a filter.
- **Developed an [order management website](#) for tracking all active customer orders.**
 - Dramatically improved workload awareness, leading to more dynamic workforce management to scale with the needs of the company.
 - First designed the orders page in Figma, then created it using Next.js, MySQL, Node.js, and TypeScript.
 - Created a [history log](#) with a filter to track all changes to orders for ease of use.
- **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.
 - Designed a [new company website](#) to attract new clients with a built-in contact form.

TritonThenix

Software Engineering Internship

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, implementing user registration and authorization and 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. 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 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.

Game Development Team Lead

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 using a custom game engine made in Java.

Software Engineering Team Lead

September 2022 - December 2022

- Led a team of 10 students in CSE 110 (Software Engineering) 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.

Awards

Salutatorian at Classical Academy High School

National Merit Commended Scholar

Provost Honors (Every Quarter Enrolled at UCSD)