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

Classical Academy High School

Salutatorian Rank 2/250

September 2020 - June 2025

San Diego, California GPA: 3.90/4.00

September 2016 - June 2020

Escondido, California GPA: 4.48/4.00

Technical Skills

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

Experience

Origin Golf

Full-Stack Software Engineer

Vista, California

June 2022 - Present

- 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 back-end. 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. This tool 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 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.
- Leading 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

Technology Director for Video Game Development Club

September 2023 - Present

 Designed and developed a new club website with event and news integration for future use. Also served as treasurer, overhauling the club's financial systems and records to manage the \$3500 budget, plus additional funding.

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 <u>Spellthief</u> 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.

Software Engineering Team Lead

September 2022 - December 2022

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

Assistant Programming Teacher

January 2017 - June 2018

 Taught the Robotics class at Classical Academy High School for two semesters while enrolled as a student, supervised by the official teacher. Designed a new curriculum and gave daily lectures to teach Java programming.

Awards

Salutatorian at Classical Academy High School **National Merit Commended Scholar**