## Peter Mayor

Software Engineer

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petermayor.net

Indianapolis, United States

#### **WORK EXPERIENCE**

## **Software Engineering Teaching Assistant**Kenzie Academy

01/2019 - Present

Achievements/Tasks

• Mentored students and graded students' code.

### Apple Technical Support iOS Advisor Kelly Services

12/2018 - Present

Achievements/Tasks

 Remotely resolved technical problems for customers using iOS devices, Apple apps, and Apple services.

### **Quality Engineer** Nyloncraft

09/2015 - 11/2016

Plastic Injection Molding - Automotive

Achievements/Tasks

 Created a vibration welding inspection standard for the 2016 Toyota Tacoma tonneau cover.

# Assistant Manager of Quality Control Universal Bearings

10/2011 - 09/2015

Bearing Manufacturer - Automotive

Achievements/Tasks

 Handled projects relating to APQP, PPAP, and customer concerns while managing the training and workload for two quality engineers.

#### **EDUCATION**

### Software Engineering

Kenzie Academy

10/2019 – Present

## Full Stack Web Development Udacity

10/2016 - 06/2017

## **BS Mechanical Engineering**Georgia Institute of Technology

08/2006 - 08/2011

#### **SKILLS**



#### **PROJECTS**

#### Seenit

- Full stack forum built with Python, Jinja, and Google Cloud Datastore.
- https://seenit-159500.appspot.com/

#### Dinzlers

• Full stack restaurant menu app built with Flask and SQLAlchemy.

#### Seattle Slew

- Front end web app built with Knockout.js which connects to multiple APIs.
- https://p-mayor.github.io/FreshMap/

#### Connect Four

- Front end recreation of connect four built with JavaScript.
- https://petem14.gitlab.io/con-four/

#### **Basic Kombat**

- Front end Kombat game built with JavaScript.
- https://petem14.gitlab.io/combat-game/

#### Jeopardy

- Front end jeopardy game that pulls clues from an API built with JavaScript.
- https://petem14.gitlab.io/jeopardy-final/

### **INTERESTS**

