



## WORK EXPERIENCE

### **The Washington Post** Newsroom Engineering Intern

Helped build the Post's elections infrastructure for the 2020 presidential race, including UX design, data visualization, and frontend development; along with work on data pipelines for the Post's COVID trackers.

**Washington DC (remote)**  
May 2020-current

### **The Wall Street Journal** Graphics Intern

Scraped and analyzed data, built interactives and designed graphics for The Journal's Business & Finance section in both print and online, including graphics for front-page stories on both platforms.

**New York, NY**  
June-Aug. 2019

### **The Guardian** Visuals Intern

Covered the 2018 midterm elections for the Guardian, building parts of the election backend and results page. Later produced post-election analyses and visual stories, then freelanced for the paper in 2019-20.

**London, UK**  
Sept-Dec. 2018

### **NBC** Multimedia Journalism Intern

Produced videos, graphics and interactives for NBC's national newsroom, creating reusable digital tools and new reader experiences across 15 owned-and-operated local websites.

**New York, NY**  
June-Aug. 2018

### **CustomInk** Software Engineering Intern, eCommerce

Entirely rebuilt the internal inventory management website, improving load times and reliability of the system using MySQL, MongoDB, Ruby on Rails and Javascript.

**Fairfax, VA**  
June-Aug. 2016

## PORTFOLIO

### **Visualizing Data Beyond Flatland** Research, Design

Completed an honors thesis studying the user experience of augmented reality data visualizations, designing my own AR graphics and conducting user tests to create guidelines for future designs.

**Reese Innovation Lab**  
April 2020

### **To Rock the Charts in 2019, Bands Need a Little Help** Data, Interactive

Contributed to this story showing how bands are gaming the Billboard album charts, by scraping data, building an interactive and designing a full-width graphic for print.

**The Wall Street Journal**  
August 2019

### **Gun violence has sharply declined in the's Bay Area. What happened?** Interactive

Led design, development and data visualization for the first story in The Guardian's series about gun violence in the San Francisco Bay Area.

**The Guardian**  
June 2019

### **2018 US Midterms: Live Results** Interactive, Data

Designed and built portions of The Guardian's elections stack, including backend data parsing, a staging environment, front-end React components, the ticker and post-election graphics analyzing results.

**The Guardian**  
Nov. 2018

**MORE** ([peterandringa.com/projects](https://peterandringa.com/projects)) →

## EDUCATION

### **University of North Carolina at Chapel Hill** B.A. Journalism (honors); Computer Science

Graduated with Highest Distinction, double-majoring in journalism and computer science with a minor in entrepreneurship. Relevant coursework includes Software Architecture, Interactive Journalism, Big Data Ethics, UX design, Multimedia Storytelling and Emerging Technologies.

**Chapel Hill, NC**  
Aug. 2016 - May 2020

### **Duke University** Robertson Scholar

Member of a selective scholarship program as a "dual citizen" of both UNC and Duke, studying and living at both schools. Coursework: Algorithmic Journalism, Politics and Media, Fact-Checking and Profile Writing.

**Durham, NC**  
Aug. 2016 - May 2020

### **Thomas Jefferson High School for Science and Technology** Software Engineering

Attended a selective STEM high school, graduating with a concentration in software engineering.

**Alexandria, VA**  
Sept. 2012 - June 2016

## RESEARCH

### **Duke DeWitt Wallace Center for Media and Democracy** Online Gatekeeping, Local News

Worked with Dr. Phillip Napoli on research on the consumption of local news on Facebook, using computational methods and exclusive datasets. Published in Nieman Lab and the Association of Internet Researchers, and recieved the center's award for Outstanding Journalism and Media Research.

**Duke University**  
May 2018 - May 2020

### **Reese Innovation Lab** AR Storytelling

Developed new storytelling technologies in Prof. Steven King's lab, including a photogrammetry tool, AR experiences and a prototype of scavenger hunt app which won a \$75,000 grant. Responsibilities included product management, research, design and development.

**UNC - Chapel Hill**  
Sept 2017 - May 2020