

# Peter Ling

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## EDUCATION

### Stanford University

*M.S in Computer Science, Human-Computer Interaction track*

*B.S in Computer Science, Human-Computer Interaction track*

**Stanford, CA**

*Expected June 2025*

*June 2024*

### Phillips Academy

*High School*

**Andover, MA**

*June 2020*

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## WORK EXPERIENCE

### TikTok

*Solutions Engineer Intern*

**New York, NY**

*June 2024—September 2024*

- Created a tool to help improve the performance of enterprise clients' advertisements using RPC calls and the TikTok Marketing API in Python
- Queried data from numerous tables using SQL to create a dashboard of client ad performance information

### Stealth Mode Startup

*Software Engineer*

**Remote**

*October 2023—December 2023*

- Create new full-stack features in React Native with Next.JS and Supabase for an entertainment startup

### FanDuel

*Software Engineer Intern*

**New York, NY**

*June 2023—August 2023*

- Worked on a backend team that aggregates 3<sup>rd</sup> party data for use in the Daily Fantasy Sports platform
- Wrote and pushed numerous Java API endpoints to production after undergoing testing and deployment

### Mercury Systems

*Software Engineering Intern*

**Torrance, CA**

*June 2022—August 2022*

- Created a packaging app in C++ to encrypt and prepare .bin files to be loaded by the system's bootloader
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## PROJECTS (more can be seen at [peter-ling.com](http://peter-ling.com))

### daha ([tinyurl.com/try-daha](https://tinyurl.com/try-daha))

*September 2022—April 2023*

- Created an app to help members of a community connect and borrow clothes
- Coded the app in React Native after using Figma for prototyping, wrote landing page in HTML/CSS
- Utilized a Supabase backend which maintained different posts, photos, user accounts, and more

### Quad Contest ([quadcontest.online](https://quadcontest.online))

*January 2024—June 2024*

- Built a top-down rogue like survival game in Unity using C#
  - Responsible for the logic behind player movement and the backend global leaderboard
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## SKILLS & INTERESTS

- Proficient in C++, Python, Javascript, Java, HTML/CSS, C, React Native, React
- Familiar with Node, R, Assembly, TypeScript, Go
- Tour Guide and CS + Social Good Impact Lab at Stanford University
- Recruitment Chair, Stanford Kappa Alpha
- Avid sports fan, surfer, golfer, and aspiring chef