



Peter Yao

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SUMMARY

I am a web developer, a foodie, and when given a chance, a gamer. I love writing code - specifically simple nice things. I prefer working in Python and Javascript, but can swap around to various languages as necessary (just don't test my Spanish).

GOAL

To gain experience and become a better full-stack developer, as well as an opportunity to work in an esports organization.

EXPERIENCE

Lead Programmer, Creative Media | Davis, CA

July 2012 to December 2013

As the Lead Programmer at Creative Media, I directed all the projects that passed through the student body government at UC Davis. This included attending board meetings to give technical advice and internal meetings to coordinate the interaction between Graphics and Programming.

PROJECTS

UC Davis Mobile Application (<http://mobile.ucdavis.edu/>)

Objective C, Django

UC Davis originally had a student created mobile iOS application, but the university wanted a more polished and maintained version, as well as an Android version.. Integrating the school schedule, bus schedule, school news, and more, this application is now recommended to all incoming freshman. The backend uses Python to gather data from various websites and then Django to create the API's that the two mobile apps use.

Landlord (<https://github.com/peteryao/landlord>)

Django, Twitter Bootstrap, Various APIs

My most recent hackathon - Cal Hacks - I created a way for students to pay each other for rent and other utilities. While not completed, I was happy to have implemented the Venmo/Paypal api's to make transactions a simple one click process.

LANGUAGES & TECHNOLOGIES

- Python, C++, C, HTML, Java, Javascript
- jQuery, Twitter Bootstrap, Django, d3.js, angular.js
- WordPress
- Git

REFERENCES

Available upon request.