

Peyton Orr

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Education

California State University, Los Angeles — B.S. Computer Science

Aug 2022 – Present | Expected Grad: 2026

Relevant Coursework: Data Structures, Algorithms, Operating Systems, Web Programming, Databases, Autonomous Robotics, Artificial Intelligence, 3D Computer Game Programming, Concurrent & Distributed Programming

Experience

Restaurant Manager — Raising Cane's Chicken Fingers | La Habra, CA

Apr 2022 – Present

- Supervised and mentored a team of 100+ employees, developing shift leaders and fostering a culture of accountability and teamwork.
- Directed daily operations, including scheduling, inventory management, drive-thru throughput, and food safety compliance.
- Tracked and analyzed performance metrics (service speed, order accuracy, labor costs, and waste reduction) to streamline workflows, cut inefficiencies, and boost peak-hour productivity.
- Balanced a full-time management role while pursuing a B.S. in Computer Science, demonstrating strong time management and prioritization.

Project Manager & Lead Developer — Senior Design Project | Partnered with Makopo Aquatics Fall 2025 – Present

- Leading a 10-person CS team to design a data-driven training system for adaptive outrigger canoe paddling. • Coordinating sub-teams (IoT, Backend, Frontend, UI) and collaborating with ME/EE partners to integrate paddle-mounted sensors.
- Developing a React/Next.js app and backend to capture real-time metrics transmitted via LoRa-enabled IoT devices.
- Conducting user interviews to ensure accessible, human-centered design for coaches and athletes with disabilities.

Activities

- Association for Computing Machinery (ACM), Cal State LA — Active Member
- Society of Women Engineers (SWE), Cal State LA — Active Member

Projects

DEBUGGED — 3D Co-op Video Game (In Progress) — Lead Developer | Unity, C#, Blender, GitHub

• Designed a 3D action-adventure puzzle game where players, as computer components, traverse a broken PC to defeat viruses and restore functionality.

- Implemented co-op mechanics and scalable enemy AI.
- Built immersive environments (RAM, CPU, motherboard) with unique mini-bosses and a final boss.
- GitHub repo in progress

Django Bookstore Web Application — Python, Django, SQLite, HTML/CSS/JS, Git

- Built a full-stack bookstore web app with browsing, cart, favorites, comments, and ratings.
- Implemented database models, backend routes, and version control with Git.
- GitHub: <https://github.com/peytonorr04/django-fall-project>

Skills

Programming: Python, Java, C, C++, C#, Kotlin, JavaScript, SQL

Frameworks/Tools: Django, Spring Boot, React, Next.js, Unity, Blender, HTML/CSS, Git, PlatformIO, LoRa, Maven, JTE, FreeMarker, JavaFX, SQLite, VS Code, Eclipse