Peter Yao

Chapel Hill, NC 27516

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EDUCATION

University of North Carolina at Chapel Hill | Chapel Hill, NC   *August 2020 - Present*
- B.S. in Computer Science and B.S. in Mathematics, expected May 2024
- Current GPA: 3.97
- Completed coursework: Data Structures and Analysis, Algorithms and Analysis, Systems Fundamentals, Computer Organization, Modern Web Programming, Models of Languages and Computation, Linear Algebra, Discrete Structures, Multivariable Calculus

Chapel Hill High School | Chapel Hill, NC   *August 2016 - June 2020*
- GPA (unweighted): 4.0, ranked 2nd in a class of 393 students

WORK EXPERIENCE

MetLife | Software Application Development Intern | Cary, NC   *May 2022 - Present*
- Developed, debugged, and tested a Java-based account validation application in an Agile setting
- Migrated development toolstack from Atlassian to Azure DevOps—including all code repos, work items, and CI/CD pipelines—completing a task that had been delayed since the winter
- Led the implementation of Liquibase for the application's CI/CD pipeline, removing the need to submit time-consuming DDL and DML tickets for database changes
- Procured new servers for the team's application and installed Red Hat Enterprise Linux and Oracle Database on them, fulfilling company software currency demands

Mr Tokyo Japanese Restaurant | Web Developer | Chapel Hill, NC   *May 2022 - Present*
- Developed a food-ordering web app for a Sushi restaurant using React.js for the front-end and Firebase for the back-end, automating the ordering process

Queen of Pho | Waiter | Chapel Hill, NC   *February 2019 - December 2019*
- Courteously served customers and trained three new employees

PERSONAL PROJECTS

Thicc Snake | HackNC 2021 Entertainment Track Winner
- Developed a simple but colorful game where the player holds down the mouse button to widen a snake's thickness, as the snake moves through a map collecting tokens and avoiding obstacles
- Used Python and Pygame, as well as Piskel and Affinity Designer for sprites

Find-Your-Fit | MapHacks 2021 Project
- Led a team of three in building a web app that finds fitness partners based on geographic location
- Used React.js, HTML, and CSS for the frontend, MySQL and Express.js for the backend, and Axios and the Google Geocoding API for HTTP requests and geolocation

Games-To-Books | HackDuke 2020 Project
- Worked in a group of four to develop a Python program which, given user input of preferred video games, generates a corresponding list of recommended books
- Designed the GUI with Qt for Python, and implemented the web scraper with Selenium

SKILLS

Programming languages: Java, Python, JavaScript, HTML/CSS, SQL, C
Frameworks and tools: Agile, Spring, Maven, Azure DevOps, Git, PuTTY, React.js, Firebase, Figma
Other: Bilingual in English and Mandarin Chinese, excellent communication, strong leadership

INTERESTS

Artificial Intelligence • Automation • Geography • History • Grappling • Fishing • Writing • Meditation