

Peter Zhang

Full Stack Web Developer

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EXPERIENCE

General Assembly, Washington, DC

October 2015 - January 2016

Built fluency in front-end and back-end web technologies, focusing on common best practices in object-oriented programming, MVC frameworks, data modeling, and test-driven development.

Collegiate Starleague — *Technical Director*

September 2015 - PRESENT

Assemble production assets for tournament, coordinate players and casters for daily broadcast of league matches. Developing stream overlay application, pulling relevant match information from CSL website into broadcast via OBS.

Washington National Cathedral — *Videographer*

July 2011 - PRESENT

Operate cameras, video mixers, and set up equipment for live events; direct video crew in producing multi-camera broadcast. Edit short and long-form videos for educational, promotional, and fundraising purposes in alignment with the Cathedral's mission.

One Nation of Gamers — *Operations Assistant*

May 2015 - September 2015

Coordinated commentators, players and assembled production assets for GEICO Summer Circuit tournaments. Design stream overlays and create video content using Adobe CC for broadcast. Assist with promotion campaign to drive viewer engagement on sponsor social media channels.

WEB DEVELOPMENT SKILLS

HTML5, CSS, Javascript

JQuery/AJAX

Ruby on Rails, Active Record

SQL, MySQL, PostgreSQL

NodeJS, ExpressJS, MongoDB,
AngularJS, BackboneJS

Bootstrap, Responsive Design

Git, Agile, Heroku, AWS S3

MEDIA PRODUCTION SKILLS

Adobe CC 2015 (Premiere,
Photoshop, After Effects)

Sony Vegas, SoundForge

Avid Pro Tools

EDUCATION

General Assembly

October 2015 - January 2016

Web Development Immersive

Oberlin College

September 2005 - May 2009

BA Physics, Religion.