Kristine Peters

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Education

Wellesley High School, Wellesley, MA   September 2017 - June 2021

Attended for 4 years and graduated in 2021. Focused on learning computer science in junior and senior year.

University of Massachusetts Lowell, Lowell, MA   September 2021 - May 2022

I was accepted as a computer science major in the Honors College at the University of Massachusetts Lowell. I successfully auditioned for and participated in the school's wind ensemble throughout the academic year as an extracurricular activity. However, early in the school year, I made the decision to transfer to a different university to pursue a better program, increased opportunities, and a more suitable location.

Boston University, Boston, MA   September 2022 - Current (May 2025)

I was accepted as a computer engineering major at Boston University. In spring 2023, I transferred into the College of Arts and Sciences as a Computer Science major.

Relevant Coursework: Algorithms · Sorting · Probability · Functional Programming · Computing Systems · Databases · Fullstack Development · Combinatoric Structures · Cybersecurity

Cumulative GPA: 3.420

Technical Skills

C · Java · Python · HTML · CSS · Javascript · C++ · MySQL · MongoDB · React · Latex · Windows · Linux · Vim · Visual Studio Code

Experience

Key Club, Wellesley High School - *Volunteer*   September 2017 - June 2020

- I have contributed over 30 hours of volunteer work annually, totaling 90 hours of service over my three years in the club.
- My most notable volunteer work involved helping out at community events, providing my assistance in preparation, setup, and post-event cleanup. Additionally, during the latter half of my junior year in high school, I worked with fellow club members to teach math to students at the local elementary school.

Auburndale Star Market, Newton - *Employee*   October 2022 - Current

- I work in the Drive Up and Go Department, which handles online orders. My work mainly consists of shopping for customers, packing orders, and handing off those orders to either the customer themselves or a 3rd party delivery service. I frequently contact the customer about their order if items are out of stock, and address any issues that may arise during the process such as refunds or delivery complications.
- I typically work 16 hours on the weekends during the school year, and closer to 30 hours per week during winter and summer break. Since I joined Star Market, I've been given the opportunity to train several new employees in the department, most of whom continue to work alongside me.

CS103 Lab Supervisor, Boston University- *Employee*   Spring 2025 (January-May)

- I'm managing over 120 students over the course of the semester, aiding them in their weekly assignments as well as their final projects. I'm proctoring lab sessions as well as office hours to provide help to students who have questions or are struggling with their work. We then work together to make sure they understand the material and can reproduce the same result on their own with full confidence.

Projects

BU CS411 Full-stack Development Project   Fall 2023 (September-December)

I worked in a group of 4, where two of us, including myself, focused on frontend development, while the other two concentrated on backend development. The goal of the project was to use two APIs to, 1) display a random image, and 2) pick the most common colors from the image, and display those alongside the image. Users were prompted to guess the hex values of the displayed colors and output a score. In the process, I along with my team learned to navigate Git and how to successfully work together towards a cohesive and functional end product.

Github link: https://github.com/rkkp25/CS411_PROJECT

Kristinekodes.com   Summer 2023-Current

A website I started making in my free time to learn HTML and CSS. I quickly made the decision that I wanted this website to act as a resume of sorts, but with a more personal touch! This is currently under development: I'm currently taking a web development class, and I'm refactoring my work as the semester continues.

Chess AI   Fall 2024

An AI that plays a game of chess by calculating the best moves at a given point using an alpha beta algorithm, and alpha beta pruning. We applied heuristics to the graph in which the AI traversed over, telling it which moves would be better or worse.

Github link: https://github.com/kkpeters/Chess-ABP-AI

Tetris AI   Fall 2024

A reinforcement learning based AI that over time, learns how to play tetris by taking in rewards and discounts from each move it made, learning from its mistakes or successes, and learning how to earn a higher score.

Github link: https://github.com/kkpeters/Tetris-RL-AI

Awards

- Dean's List at the University of Massachusetts Lowell
- Dean's List for Fall 2023 at Boston University