Peter So

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EDUCATION

Northeastern University, Boston, MA **Sept. 2020 – May 2024**
Bachelor of Science in Computer Science (with a Minor in Business Analytics)
GPA: 3.64/4.00
Key Coursework: Object-Oriented Design, Algorithms and Data, Artificial Intelligence, Machine Learning 1 & 2, Computer Systems, Web Development, Data Mining for Business

EXPERIENCE

Flexcar **Boston, MA**
Software Engineer **Jan 2023 – Sep 2023**

- Developed and deployed multiple Java Spring Boot-based micro-services for risk and viability-based initiatives which reduced fraudulent users by 70%.
- Assisted in the major launch of Flexcar 2.0, the new Flexcar pricing system which offered personalized prices to customers and increased monthly customer onboard by 20%.
- Integrated with multiple third-party vendors specializing in risk-related services by creating new internal backend services and endpoints.
- Refactored GraphQL queries and mutations and migrated API logic to backend services.

Gilded **Remote**
Software Engineer Co-op **Jan 2022 – July 2022**

Integration Team

- Leveraged Azure-based services such as Event Hubs, Functions, and Cosmos DB, to automate business operations and develop an ETL pipeline.
- Established a developer testing guideline for daily smoke and end-to-end tests.
- Converted 80% of manual data verification to an automatic process.

Companion App Team

- Developed a backend micro-service to parse and convert JSON files to descriptive formats for direct use in front-end applications.
- Created a framework of API endpoints to fulfill team requirements for accessing different files and resources.

PROJECTS

Tune **April 2024**

- Developed a responsive web application serving as a social music media platform for avid music listeners.
- Implemented a frontend using React.js and a backend REST API with Node.js.
- Utilized MongoDB to store user data, track data, and likes.
- Integrated the Spotify Web API to search and query artists, albums, and tracks.

NBA All Star Team and Votes Predictor **March 2024**

- Created and trained a regression-based machine learning model to predict the number of All-Star votes for NBA players using their box scores and RAPTOR scores.
- Applied data preprocessing and visualization techniques to ensure high-quality training data.
- Achieved 95.1% accuracy in predicting whether a player made the All-Star team.

SKILLS

Programming Languages: Java, Typescript, Python, C++, Objective C, Swift, JavaScript, HTML/CSS, SQL
Development: Java Spring Boot, GraphQL, Node.js, React, PostgreSQL, iOS,
Platforms/Tools: Git, Amazon Web Services, Azure, Docker, Kubernetes, Windows, MacOS, Linux, Tableau