

Lindsey Peterson

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EXPERIENCE

Lead Programming Instructor — Code Ninjas, June 2025 - present

- Teaching the fundamentals of game development to kids ages 8 and up, progressing from block-based coding to JavaScript and C# with Unity.
- Overseeing each student's work to ensure that they are completing projects and understanding the material. Adapting my communication style to meet individual needs and skill levels.
- Collaborating and communicating with parents and team members to support students and resolve learning challenges.
- Reviewing students' work for correctness and understanding, and helping to debug when they get stuck.

Software Engineering Intern — SA International, May 2024 - August 2024

- Worked with the engineering team of about 8 people to understand different algorithms for half-toning, the part of the digital printing process where continuous-tone images are converted to a set of dots in limited color options.
- Created a standalone application capable of half-toning TIFF images to help the team further study different approaches and improve the company's product.
- Gained experience working in a team-based engineering environment, including participation in daily stand-up meetings and code review.

Software Practice Teaching Assistant — University of Utah, January 2024 - December 2024

- Led weekly lab sections for groups of 10-15 students, reinforcing core software development concepts through hands-on coding exercises.
- Held regular office hours to support students with assignments and technical questions.
- Strengthened skills in code review, troubleshooting, and technical explanation while helping students with their projects.

PROJECTS

TIFF Image Half-Toner

- Relevant skills and technologies: Microsoft C++ build chain
- Built an application that takes in a TIFF image and generates a half-toned version of that image
- Programmed a variety of methods for half-toning including error diffusion and stochastic processes

Multiplayer "Agario" game - Partner project

- Relevant skills and technologies: C#, .NET, TCP, asynchronous programming
- Programmed the client side to send updates to the server about the current player and their actions
- Allowed the client side to receive updates from the server about game objects and their positions to display the information from those messages on the screen

Sprite Editor - Group project

- Relevant skills and technologies: C++
- Users have the ability to create and edit sprites using drawing tools
- Managing multiple frames by allowing the user to see a small preview of each frame and toggle between them

EDUCATION

Bachelor of Science in Mathematics, minor in Computer Science - *University of Utah*

AUGUST 2021 - MAY 2025

- GPA 3.800
- Dean's List (All semesters)

SKILLS

- Programming Languages: JavaScript/TypeScript, C#, C++, Java, Python, SQL, HTML, CSS
- Technologies and tools: Git, Visual Studio and VS Code, .NET, React, Next.js, Tailwind, Postgres, Vercel