

Peter Ling

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EDUCATION

Stanford University

M.S in Computer Science, Human-Computer Interaction track

B.S in Computer Science, Human-Computer Interaction track

Stanford, CA

June 2025

June 2024

Phillips Academy

High School

Andover, MA

June 2020

WORK EXPERIENCE

Adaptive Innovations

Founding Product Engineer

New York, NY

July 2025—

- Built out our AI-native documentation platform, scaling from 0 to all 500+ of the company's nurses
- Implemented numerous AI jobs using voice dictation and images to cut charting time by up to 80%
- Communicated with and shadowed nurses regularly to discover their hardships and turn them into technically scoped tasks, owning their development end-to-end

TikTok

Solutions Engineer Intern

New York, NY

June 2024—September 2024

- Created a tool to help improve the performance of enterprise clients' advertisements using RPC calls and the TikTok Marketing API in Python
- Queried data from numerous tables using SQL to create a dashboard of client ad performance information

FanDuel

Software Engineer Intern

New York, NY

June 2023—August 2023

- Worked on a backend team that aggregates 3rd party data for use in the Daily Fantasy Sports platform
- Wrote and pushed numerous Java API endpoints to production after undergoing testing and deployment

Mercury Systems

Software Engineering Intern

Torrance, CA

June 2022—August 2022

- Created a packaging app in C++ to encrypt and prepare .bin files to be loaded by the system's bootloader
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PROJECTS (more can be seen at peter-ling.com)

daha

September 2022—April 2023

- Created an app to help members of a community connect and borrow clothes
- Coded the app in React Native after using Figma for prototyping, wrote landing page in HTML/CSS
- Utilized a Supabase backend which maintained different posts, photos, user accounts, and more

Quad Contest

January 2024—June 2024

- Built a top-down rogue like survival game in Unity using C#
 - Responsible for the logic behind player movement and the backend global leaderboard
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SKILLS & INTERESTS

- Proficient in Python, Typescript, React, Postgres, React Native, C++, working agentic development tooling
- Interests include golf, yoga, surfing, board games, anything in the great outdoors