

# Peter Xu

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## EXPERIENCE

### RANGLE.IO

Sept 2017 - Apr 2018

Frontend Developer Intern | [ES6](#), [React](#), [Redux](#), [Flow](#), [Redux-Saga](#), [Sass](#)

- Built UI interface for a student growth tracking and educational planning platform used by 18% of elementary schools in the United States
- Streamlined app scalability and performance by architecting a data normalization layer and refactoring component-level logic into memoized selectors
- Extended and maintained a reusable component library following atomic design principles
- Pair-programmed with 4 unique client development teams to provide mentorship on functional programming, frontend architecture, and test-driven development

### TD LAB

Jan 2017 - Apr 2017

Innovation Developer Intern | [TypeScript](#), [Angular](#), [Flux](#), [Sass](#)

- Developed a web application using component-based architecture and one-way data flow for clients to track and manage their retirement savings
- Built multiple data visualization components using HighCharts and ChartJS
- Conducted user testing to define and iterate on the project roadmap and user stories

### KIK

May 2016 - Aug 2016

Release and QA Engineer Intern | [Java](#), [Espresso](#)

- Managed release cycles, software submission, and hot-fix deployment across 4 teams
- Proposed and built a POC to automate end-to-end testing of the Kik Android app
- Oversaw testing and for multiple features that were deployed to over 17 million users
- Tracked data metrics, crash logs, and user reports to investigate and debug app issues

### PALETTE

July 2015 - Aug 2015

Software Developer Intern | [C++](#), [QT](#), [ExtendScript](#), [JavaScript](#)

- Programmed custom peripheral hardware to control advanced features in Photoshop, Illustrator, After Effects, and Premiere Pro

### CITYZEEN

May 2015 - June 2015

Software Developer Intern | [HTML](#), [CSS](#), [PHP](#), [JavaScript](#)

- Developed a web application to track urban demographics with waste collected

## EDUCATION

### UNIVERSITY OF WATERLOO

2014 - 2021 (Expected)

- Bachelor of Applied Science in Mechatronics Engineering

## SKILLS

### LANGUAGES

JavaScript  
TypeScript  
Python  
Java  
C++  
C  
MATLAB

### TECHNOLOGIES

React  
Redux  
Flow  
Angular  
Sass  
Tachyons  
Flux  
Git

### PRACTICES

Scrum  
Pair Programming  
TDD  
CI/CD

### INTERESTS

Web Design  
Rock Climbing  
Boardgames  
Zumba  
User Testing