

Peter Xu

🏠 petercbxu.com

✉️ peter.xu@uwaterloo.ca

in linkedin.com/in/petercbxu

🐙 github.com/peter-cbxu

WORK EXPERIENCE

Innovation Developer, TD Bank Group.

Jan 2017 - Apr 2017

Angular, TypeScript, Git, HTML, Sass, Sketch

Designed and developed TD's first retirement management platform using component-based architecture

Implemented interactive data-visualizations with Highcharts, ChartJS, and Google Maps

Organized meetings with stakeholders to design and iterate on the project roadmap, user journey, and implementation decisions

Gained insights for product improvements and validated features through user testing

Release and QA Engineer, Kik Interactive Inc.

May 2016 - Aug 2016

JIRA, Mixpanel, Fabric, Travis CI, Android, Espresso, Git

Managed release cycles, development and testing for A/B tests and product updates deployed to over 326 million users

Took ownership of 3 emergency hotfix deployments by organizing and directing plans of action to resolve crashes affecting up to 5% of clients

Tracked metrics, crash logs, and user reports to investigate bugs and user pain-points

Established Automated UI Tests with aims to automate deployment pipeline procedures

Entrepreneur in Training, Palette, Cityzeen, Logics Academy.

May 2015 - Aug 2015

Qt, C++, JavaScript(ES5), MySQL, PHP, HTML, CSS, Git, Axure, Asana

Improved a desktop application for allowing custom peripheral hardware to control features in Photoshop, Illustrator, and After Effects.

Created a prototype web application to track urban demographics with waste collected

Rotated between 3 startups to explore different agile development methodologies

PROJECT EXPERIENCE

Portfolio Website 🐙 | *Angular, TypeScript, HTML, Sass*

2017

Designed and implemented a portfolio website that uses dynamically populated content

Pebble Otaku 🐙 | *C, PebbleJS, AniList API*

2015

Created an app that notifies users when their favorite anime/manga releases new content

Bluetooth Image Replicating Printer | *C++, C, Wolfram Language*

2015

Constructed and programmed a robot that utilizes an image processing algorithm to wirelessly plot online images

Retro Games 🐙 | *Python, PyGame*

2013

Built arcade games such as Breakout, Pong, as well as a self designed "Falling Ball" game

SKILLS

Languages

TypeScript	Sass
ES2015/ES6	HTML
Java	CSS
Python	SQL
C++	Processing
C	Bash

Technologies

Angular	Android
Webpack	Docker
Git	Espresso

Tools

JIRA	Asana
Fabric	Sketch
Mixpanel	InDesign

COURSEWORK

Data Structures
Algorithms
Operating Systems
Digital Computation
Engineering Design

EDUCATION

University of Waterloo

Mechatronics Engineering
Bachelor of Applied Science
2014 - Present

INTERESTS

Rock Climbing
Boardgames
Stoicism
Investing
Meditation