

# Peter Ke

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## Skills

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**Languages** Python, Swift, Java, Rust, Dart, HTML/CSS/JavaScript, TypeScript.  
**Tools & Frameworks** Flutter, UIKit, Vue.js, React, Express, Git, Bash, Linux.

## Education

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**University of Toronto, Honours Bachelor of Science in Computer Science** *2019 – 2023 (Expected)*

- Full-time, undergraduate student studying Computer Science Specialist and Statistics Minor.
- 3.96 overall GPA, 4.00 major GPA. Awarded Dean's List Scholar.

## Experience

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**Goppter Holdings Ltd., iOS Developer Intern** *Aug 2018 – Aug 2019*

- Responsible for developing and maintaining the company's multiple iOS apps, written in Swift.
- Implemented networking layers to communicate with REST APIs, designed algorithms for business logic, and built responsive and intuitive user interfaces to display various data.
- Created and documented a cross-platform module using with React Native that can render sale reports and export them to PDF, which is used in both iOS and Android apps.
- Worked with the QA team to decrease the number of bugs and crashes significantly.

## Projects

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**Dove Programming Language** *Rust, WebAssembly*

- Built a simple object-oriented programming language from scratch with a partner.
- Supports basic data types, variables, branching, looping, functions, classes, basic IO, and importing files.
- Implemented a top-down parser and a tree-walk interpreter, a bytecode compiler/VM is in progress.
- Can be compiled to WebAssembly to achieve native-speed code execution in the browser. An online playground is available to run simple scripts.
- Open source on [github.com/dove-lang/dove](https://github.com/dove-lang/dove).

**Connect 5 Game** *Flutter/Dart, Node.js, TypeScript, Express, Socket.io, Heroku*

- A two-player, turn-based board game on a square grid. The first player to connect 5 pieces in a line wins.
- Cross-platform (iOS/Android) mobile app, written in Dart using Flutter.
- Created an AI with a minmax algorithm to play the game.
- Supports real-time, online multiplayer. The server is created with Express and Socket.io, written in TypeScript, and deployed on Heroku.
- Code on [github.com/PeterKeDer/connect-5-flutter](https://github.com/PeterKeDer/connect-5-flutter) and [github.com/PeterKeDer/connect-5-server](https://github.com/PeterKeDer/connect-5-server).

**Course Manager CLI** *Python*

- A command-line application to manage university course files. Written in Python using the Click library.
- Allows the user to create projects for different courses, quickly view or open projects, set deadlines for a project, and view the schedule in a sorted and formatted fashion.
- All commands and functions are fully documented with docstring.
- Open source on [github.com/PeterKeDer/course-manager](https://github.com/PeterKeDer/course-manager).

**EdiFinance iOS App** *Swift, UIKit*

- An iOS finance app written in Swift to view stocks, news, and currency exchange.
- Fetches and displays data from public REST APIs. Users can subscribe to a stock to see graphs of stock prices, technical indicators, and latest news articles from selective sources.
- Published to the App Store.