

Peter Ke

✉ peterke0911@gmail.com

☎ (437) 343-2398

📍 Coquitlam, BC

🌐 github.com/PeterKeDer

🌐 linkedin.com/in/peter-ke

🌐 peterkeder.github.io

Skills

Languages Python, Swift, Java, Rust, Dart, HTML/CSS/JavaScript, TypeScript.

Tools & Frameworks Flutter, UIKit, Vue.js, React, Express, Git, Bash.

Education

University of Toronto, Computer Science Specialist

2019 – 2023 (Expected)

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

Experience

Goppter Holdings Ltd., iOS Developer Intern

Aug 2018 – Aug 2019

- Responsible for developing and maintaining the company's multiple iOS apps, written in Swift.
- Worked, communicated, and solved problems with a small team of other professional developers.
- 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.
- Communicated with the QA team to test and resolve issues. Used a custom ticket-tracking platform.

Projects

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.

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 and 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.

EdiFinance iOS App

Swift, UIKit

- An iOS finance app to view stocks, news, and currency exchange. Written in Swift.
- 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.