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Peter Qiu

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EDUCATION

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| B.S. – Electrical Engineering & Computer Science | University of California, Berkeley <i>Regents' and Chancellor's Scholar</i> GPA: 3.83 | August 2015 – May 2019 |
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EXPERIENCE

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| Precision Engineering Intern | Jabil Circuits | May 2016 – August 2016 |
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- Improved experiment accuracy and saved over \$10,000 by building a cleanroom sensor suite.
- Reduced time taken to climate control laboratories by implementing a real-time data dashboard that included SMS alerts and e-mail based data collection (Twilio, NodeMailer).
- Implemented all aspects of the dashboard, including front-end (React, d3), back-end (Express, Mongoose), sensor interface (Arduino), and deployment (Heroku).

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| Web Developer | UC Berkeley Innovative Design | September 2016 – Present |
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- Developing websites for clients, including both on and off campus organizations (React, Gatsby, Sass).
- Capturing client branding and adhering to best practices, such as BEM and AirBnB's ES6 style guides, in a team of designers and full-stack developers.

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| Projects Developer | The Daily Californian | September 2016 – Present |
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- Extracting datasets from various mediums through web scraping and OCR (BeautifulSoup, Tesseract).
- Performing data filtering, geocoding, analysis, and visualization in the spirit of data-driven journalism for tens of thousands of readers (Python, R, d3).

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| Web Officer | UC Berkeley IEEE | January 2016 – Present |
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- Maintaining IEEE website by migrating Rails versions and implementing mass photo upload.
- Spearheading development of a new website and a comprehensive test suite (React, Angular).
- Designing features for companies listed on the UC Berkeley Start-Up Fair website.

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| Field Control Staff Member | Pioneers in Engineering | January 2016 – September 2016 |
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- Contributed to Dawn, a UI for the robotics competition run annually by PiE (Redux, Electron).
- Linked and synced central game server to buttons and motors on the field (Python, Google LCM).
- Integrated in-house motor controllers with game timers (Arduino).

PROJECTS & ACHIEVEMENTS

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- **Text Editor:** A fully functional text editor built using Java, adhering to TDD with JUnit. Implemented and utilized multiple data structures to work within time and space constraints (Class Project, Spring 2016).
 - **Bear Maps:** Parsed OSM data, applied A* pathfinding, added support for HTTP endpoints, and used quadtrees to create a navigable map of Berkeley in Java (Class Project, Spring 2016).
 - **Jarvis:** A “personal assistant” built with Python that displays weather, performs voice-activated Google searches, and pulls stock info (CS98 – Practical Programming, Fall 2015).
 - **Cheetah Hunt:** Agent-based models of predator-prey interactions applied to wildlife conservation efforts, built with NetLogo and Java (University of Florida SSTP, 2014).
 - **AIME:** Qualified for the American Invitational Mathematics Examination four times (2011 – 2015).
 - **picoCTF:** Placed in the top 100 of over 3500 teams in a capture-the-flag cybersecurity competition (2014).

SKILLS

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| Languages: Javascript, Python, Java, HTML5, CSS3, SQL, R, NetLogo, C, MIPS assembly. | Libraries, Services: React, d3, OpenCV3, jQuery, Bootstrap, BeautifulSoup, Heroku, mLab. | Tools, Frameworks: GitHub, Bitbucket, Redux, Mongoose, Express, Electron, Gatsby, Sass. |
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