

Peter E. Xu

peterxu30@berkeley.edu | Phone: (510) 585-7975
Website: peterxu30.github.io | Github: github.com/peterxu30
Address: 2575 Le Conte #4, Berkeley, CA 94709

Education

University of California, Berkeley

B.A. Computer Science, expected May 2018

GPA: 3.456

Current Coursework: AI, Foundations of Data Science, Designing Information Devices and Systems

Relevant Coursework: Machine Structures, Efficient Algorithms & Intractable Problems, Data Structures, Discrete Math & Probability Theory, Structure & Interpretation of Programs, Linear Algebra & DiffEq, Multivar Calculus

Skills

Proficient in Java, Python, HTML, CSS, Git. Experience with C, Angular.js, Node.js, MongoDB, and REST.
Conversant in Mandarin.

Work Experience

UC Berkeley Computer Science Department, Berkeley, CA

Undergraduate Student Instructor - CS 61A, The Structure and Interpretation of Programs January 2016 - Present

- Lead discussion sections to teach and reinforce course concepts.
- Hold weekly office hours to assist students.
- Help develop teaching materials.

Tutor - CS 61A, The Structure and Interpretation of Programs

June 2015 - December 2015

- Lead weekly small group tutoring to reinforce course concepts.
- Held weekly office hours to assist students.

Model Predictive Control Lab, Berkeley, CA

May 2015 - September 2015

Research Assistant under Professor Francisco Borelli

- Developed a modular *Flappy Bird*-like game to simulate human decision-making tests, from which data is collected to form models of human decision-making. See projects section for more detail.

Academic Talent Development Program, Berkeley, CA

Instructor - Programming in Java Course

June 2015 - August 2015

- Taught the Programming in Java course at ATDP, a UC Berkeley-affiliated summer program. Responsible for course curriculum and the learning of 23 students.

Projects

HotBox-X (www.hotbox-x.xyz)

May 2015 - September 2015

- *Flappy Bird*-like game developed for the Model Predictive Control Lab at Berkeley. Game modes and parameters are configurable by the researcher.
- Data such as player, obstacle, and reward positions are recorded for research purposes.

Yannotator (www.yannotator.xyz)

October 2015 - November 2015

Team: Peter Xu, Brijen Thananjeyan, Revati Kapshikar

- YouTube video annotator web application. Supports keyboard and speech-to-text annotating.
- Notes show up at specified start time and persist for a user-set period of time as video plays.
- Annotations are shareable through room codes so that others may join, read, and contribute annotations.

Activities & Honors

Upsilon Pi Epsilon (CS Honors Society), Berkeley, CA

Publicity Chair

May 2015 - December 2015

- Publicize UPE events through social media and on-campus advertising.
- Hold weekly office hours.

Interests

Loves anything and everything green tea. Enjoys running, Disney movies, and making intentionally bad Photoshop art.