Peter E. Xu

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Education

University of California, Berkeley
B.A. Computer Science, expected May 2018
GPA: 3.49
Current Coursework: Computer Security
Relevant Coursework: Operating Systems, Databases, Artificial Intelligence, Foundations of Data Science, Devices and Systems, Computer Architecture, Efficient Algorithms & Intractable Problems, Data Structures, Discrete Math & Probability Theory, Structure & Interpretation of Programs, Linear Algebra & DiffEq, Multivariable Calculus

Skills

Proficient in Java, Go, Python, Git, Unix
Experience with C++, C, Swift, iOS, Angular.js, Node.js, MongoDB, HTML, CSS
Conversant in Mandarin.

Industry Work Experience

Workday, Pleasanton, CA
Associate Software Engineer Intern, Tools Division - Business Intelligence   May 2016 - August 2016
- Developed a debugging tool for Workday's Composite Reporting platform for management and financial reporting.
- Designed and implemented a graph minimizing algorithm to locate the source of error that integrates with the existing Composite Reporting codebase.

Academic Work Experience

Software Defined Buildings Lab, Berkeley, CA
Research Assistant   August 2016 - Present
- Develop IoT device drivers for the BOSSWAVE 2 pub-sub data plane.
- Implementing a parallelized sensor data migration application to aid in upgrading database platforms.

UC Berkeley Computer Science Department, Berkeley, CA
CS 61A, Structure and Interpretation of Programs
Undergraduate Student Instructor   January 2016 - Present
- Lead weekly discussion and lab sections to teach and reinforce course concepts.
- Hold weekly office hours to assist students.
- Pilot the online version of the course.

Projects

QuickSend (www.github.com/peterxu30/qs) - C++
- A lightweight terminal-based program to send emails and attachments quickly.
- Git-inspired features such as file staging, message logging, and account switching.

HotBox-X (www.hotbox-x.xyz) - Java, Node.js, Angular.js, MongoDB
- *Flappy Bird*-like game developed for the Model Predictive Control Lab at Berkeley. Game modes and parameters such as obstacle distribution, gravity, and reward value are configurable by the researcher.
- Data such as player, obstacle, and reward positions are recorded for research purposes.

Yannotator (www.yannotator.xyz) - Node.js, Angular.js, MongoDB
- YouTube video annotator web application that supports keyboard and speech-to-text annotating.
- Notes show up at specified start times 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 in real-time.

Interests

Anything and everything green tea, running, Disney movies, and general nerding out.