# Peter E. Xu

peterxu30@berkeley.edu | Phone: (510) 585-7975 | Website: peterxu30.github.io Github: github.com/peterxu30 | Linkedin: linkedin.com/in/peterxu30 Address: 2700 Hearst Avenue, Berkeley, CA 94720

### **Education**

# **University of California, Berkeley**

Computer Science, May 2018

GPA: 3.8

## Mission San Jose High School

June 2014

GPA: 3.925, SAT: 2370

Relevant Coursework:

- Structure and Interpretation of Programs
- Linear Algebra & Differential Equations
- Multivariable Calculus

## Work Experience

### CS61A Lab Assistant, Berkeley, CA

January 2015 - Present

Lab Assistant for the Structure and Interpretation of Programs class

• Help students with lab work and in understanding the Python language and course concepts.

# **Undergraduate Research Apprenticeship Program**, Berkeley, CA

September 2014 – Present

Technical Staff Member for Professor Elizabeth Honig (Art History)

- Worked with technical staff on improving user interface and browsing functionality on Jan Brueghel website.
- Devised improved designs and templates for upcoming Peter Brueghel website.

# Academic Talent Development Program, Berkeley, CA

June 2013 – July 2013

Teaching Assistant – Elements of Web Design Class

June 2014 – July 2014

• Managed group of five students. Ensured they were on track and understood concepts.

## The Smoke Signal (High School Paper), Fremont, CA

Arts & Entertainment Editor

September 2013 – June 2014

- In charge of Arts & Entertainment section of the paper, e.g.:
  - o Controlled layout and design of the section, using Adobe Photoshop and Adobe InDesign.
  - O Chose which stories to run each issue. Assigned and managed writers for A&E stories.

Staff Writer

September 2012 – June 2013

• Wrote stories for various sections of the paper.

# FIRST Tech Challenge – Team 5151 Infinity, Fremont, CA

September 2011 – June 2014

Captain

- Led Team 5151 through three seasons of the FIRST Tech Challenge robotics competition, e.g.:
  - o Led team in design and build, documented progress in engineering notebook.

#### **Projects**

#### Fibbage Hot Seat

• A terminal-based hotseat version of the Xbox One trivia game *Fibbage*. Developed as a solo project at a beginner hackathon. Built in Python.

## **Skills and Interests**

Proficient in Java, Python, Scheme, SQLite, HTML, CSS, Git, Microsoft Office, Adobe Photoshop, and Adobe InDesign. Enjoys running and reading, but not simultaneously.