

# Peter E. Xu

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## Education

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### University of California, Berkeley

B.A. Computer Science, expected May 2018

GPA: 3.517

Relevant Coursework: Structure & Interpretation of Programs, Linear Algebra & Differential Equations, Multivariable Calculus, Data Structures, Discrete Math & Probability Theory

## Skills

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Proficient in Java, Python, HTML, CSS, Git, Microsoft Office, Adobe Photoshop, and Adobe InDesign. Experience with Angular.js, Node.js, MongoDB, and REST. Conversant in Mandarin.

## Work Experience

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### Model Predictive Control Lab, Berkeley, CA

May 2015 - Present

*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.

### UC Berkeley Computer Science Department, Berkeley, CA

*Tutor for CS 61A, The Structure and Interpretation of Programs*

June 2015 - August 2015

- Lead weekly meetings of groups of six students to reinforce course concepts.
- Hold weekly office hours to assist students.
- Help develop teaching materials.

*Lab Assistant for CS 61A, The Structure and Interpretation of Programs*

January 2015 - May 2015

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

### Academic Talent Development Program, Berkeley, CA

*Instructor - Programming in Java Course*

June 2015 - August 2015

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

*Teaching Assistant - Elements of Web Design Course*

June 2014 - July 2014

- Managed group of five students. Counseled students one-to-one and ensured mastery of concepts.

## Projects

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### HotBox-X ([www.hotbox-x.xyz](http://www.hotbox-x.xyz))

- *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.

## Activities & Honors

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

*Publicity Chair*

May 2015 - Present

- Publicize UPE events through social media and on-campus advertising.
- Design and sell Cal CS apparel.
- Assist the rest of the UPE board with managerial duties.

*Industrial Relations Committee Member*

February 2015 - May 2015

- Contact companies to set up on-campus info sessions.

## Interests

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