

Peter E. Xu

peterxu30@berkeley.edu | (510) 585-7975
Website: peterxu30.github.io | Github: github.com/peterxu30

Education

University of California, Berkeley

B.A. Computer Science, Class of 2018

GPA: 3.56

Relevant Coursework: Computing with Data, Networking, Computer Security, Operating Systems, Databases, Artificial Intelligence, Foundations of Data Science, Devices and Systems, Computer Architecture, Efficient Algorithms & Intractable Problems, Discrete Math & Probability Theory, Linear Algebra & DiffEq, Multivariable Calculus

Skills

Proficient in Java, Go, Python, C#, Git, Unix, Windows

Experience with C++, C, R, HTML, CSS

Industry Work Experience

Microsoft Inc., Redmond, WA

Software Engineer, Visual Studios Team Services Identity

July 2018 - Present

- Working on authentication services for the Visual Studios Team Services cloud platform.

Amazon.com, Seattle, WA

Software Development Engineer Intern, Marketplace

May 2017 - August 2017

- Designed and implemented an analytics console from the ground up for a new workflow orchestration engine.
- Leveraged AWS Kinesis Firehose, Elasticsearch, Spring, Java, and AngularJS to build an end-to-end monitoring platform to track workflow health and simplify fault isolation.

Workday, Pleasanton, CA

Associate Software Engineer Intern, Business Intelligence

May 2016 - August 2016

- Developed a debugging tool for Workday's Composite Reporting platform for financial reporting.
- Designed and implemented a graph minimizing algorithm to locate the source of error.

Academic Work Experience

UC Berkeley Computer Science Department, Berkeley, CA

CS 61A, Structure and Interpretation of Programs

Undergraduate Student Instructor

January 2016 - May 2018

- Lead weekly discussion and lab sections.
- Held weekly office hours to assist students.

Building-Energy-Transportation Systems Project, Berkeley, CA

Research Assistant

August 2016 - October 2017

- Developed IoT device drivers for the BOSSWAVE 2 pub-sub data plane.
- Implemented a parallelized sensor data migration application to aid in upgrading database platforms.
- Developed a distributed thermostat-scheduler system.

Projects

QuickSend - 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 - Java, Node.js, AngularJS, 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 - Node.js, AngularJS, MongoDB

- YouTube video annotator web application that supports keyboard and speech-to-text annotating.