# Peter E. Xu

Email: peterxu30@berkeley.edu Website: peterxu30.github.io | Github: github.com/peterxu30

#### **Education**

### University of California, Berkeley

B.A. Computer Science, expected May 2018

GPA: 3.52

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

#### Mission San Jose High School

June 2014

GPA: 3.925, SAT: 2370

#### Skills

Proficient in Java, Python, Scheme, SQLite, HTML, CSS, Git, Microsoft Office, Adobe Photoshop, and Adobe InDesign.

### Work Experience

# Model Predictive Control Lab, Berkeley, CA

May 2015 - Present

Research Assistant under Professor Francisco Borelli

 Developing a modular Flappy Bird-like game to simulate human decision-making tests, from which data is collected to form models of human decision-making.

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

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

June 2015 - Present

- 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 - Present

- 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**

# **Running Game (working title)**

- *Flappy Bird*-like game being developed for the Model Predictive Control Lab at Berkeley. Designed to be modular with configurable settings and game modes.
- Data such as player, obstacle, and reward positions are recorded for research purposes. End goal is to run it online and connect it to a database to store aforementioned research data.

# **Activities & Honors**

### 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.