

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: 3.8

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

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 – December 2014

Technical Staff Member for Professor Elizabeth Honig (Art History)

- Worked with technical staff on improving user interface and browsing functionality on website for Flemish painter Jan Brueghel.
- Devised improved designs and templates for upcoming website on Flemish painter Peter Brueghel in order to provide a knowledge base to facilitate art historians' research.

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. Counseled students one-to-one and ensured mastery of 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.:
 - Controlled layout and design of the section, using Adobe Photoshop and Adobe InDesign.
 - 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 such as album reviews for Arts & Entertainment.

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.
- Directed team in design and programming, 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.

Interests

Currently taking The Art of Erhu (Chinese violin) class and is extremely excited about it. Enjoys running and reading hard science fiction (specifically Arthur C. Clarke), but not simultaneously.