

Peter E. Xu

peterxu30@berkeley.edu | Phone: (510) 585-7975
Website: peterxu30.github.io | Github: github.com/peterxu30
Address: 2575 Le Conte #4, Berkeley, CA 94709

Education

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

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

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 - 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

HotBox-X (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

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

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