# 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: 3.456

Current Coursework: AI, Foundations of Data Science, Designing Information Devices and Systems Relevant Coursework: Machine Structures, Efficient Algorithms & Intractable Problems, Data Structures, Discrete Math & Probability Theory, Structure & Interpretation of Programs, Linear Algebra & DiffEq, Multivar Calculus

# Skills

Proficient in Java, Python, HTML, CSS, Git. Experience with C, Angular.js, Node.js, MongoDB, and REST. Conversant in Mandarin.

# Work Experience

# UC Berkeley Computer Science Department, Berkeley, CA

Undergraduate Student Instructor - CS 61A, The Structure and Interpretation of Programs January 2016 - Present

- Lead weekly discussion and lab sections to teach and reinforce course concepts.
- Hold weekly office hours to assist students.
- Help develop teaching materials.

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

June 2015 - December 2015

- Lead weekly small group tutoring to reinforce course concepts.
- Held weekly office hours to assist students.

# Model Predictive Control Lab, Berkeley, CA

May 2015 - September 2015

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.

#### Academic Talent Development Program, Berkeley, CA

Instructor - Programming in Java Course

June 2015 - August 2015

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

# **Projects**

# HotBox-X (www.hotbox-x.xyz)

May 2015 - September 2015

- *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.

# Yannotator (www.yannotator.xyz)

October 2015 - November 2015

Team: Peter Xu, Brijen Thananjeyan, Revati Kapshikar

- YouTube video annotator web application. Supports keyboard and speech-to-text annotating.
- Notes show up at specified start time and persist for a user-set period of time as video plays.
- Annotations are shareable through room codes so that others may join, read, and contribute annotations.

# **Activities & Honors**

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

Publicity Chair

May 2015 - December 2015

- Publicize UPE events through social media and on-campus advertising.
- Hold weekly office hours.

# **Interests**

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