Peter E. Xu

peterxu30@berkeley.edu | (510) 585-7975
Website: peterxu30.github.io | Github: github.com/peterxu30
Address: 1780 Spruce St. #5, Berkeley, CA 94709

Education

University of California, Berkeley
B.A. Computer Science, expected May 2018
GPA: 3.45
Relevant Coursework: Artificial Intelligence, Foundations of Data Science, Devices and Systems, Computer Architecture, Efficient Algorithms & Intractable Problems, Data Structures, Discrete Math & Probability Theory, Structure & Interpretation of Programs, Linear Algebra & DiffEq, Multivariable Calculus

Skills

Proficient in Java, Python, HTML, CSS, Git.
Experience with C++, C, Swift, iOS, Angular.js, Node.js, MongoDB.
Conversant in Mandarin.

Work Experience

UC Berkeley Computer Science Department, Berkeley, CA
CS 61A, Structure and Interpretation of Programs
Undergraduate Student Instructor   January 2016 - Present
- Lead weekly discussion and lab sections to teach and reinforce course concepts.
- Held weekly office hours to assist students.

Tutor   June 2015 - December 2015
- Lead weekly small group tutoring to reinforce course concepts.
- Held weekly office hours to assist students.

Workday, Pleasanton, CA
Associate Software Engineer Intern, Tools Division - Business Intelligence   May 2016 - August 2016
- Developed a debugging tool for Workday's Composite Reporting platform for management and financial reporting.
- Designed and implemented a graph minimizing algorithm to locate the source of error that integrates with the existing Composite Reporting codebase.

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.

Projects

QuickSend (www.github.com/peterxu30/qs) - C++   May 2016 - Present
- 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 (www.hotbox-x.xyz) - Java, Node.js, Angular.js, MongoDB   May 2015 - September 2015
- *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 (www.yannotator.xyz) - Node.js, Angular.js, MongoDB   October 2015 - November 2015
- YouTube video annotator web application that supports keyboard and speech-to-text annotating.
- Notes show up at specified start times 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 in real-time.

Interests

Anything and everything green tea, running, Disney movies, and general nerding out.