

# 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

Current Coursework: Machine Structures, Efficient Algorithms and Intractable Problems

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

---

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

*Tutor - 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.

### 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

October 2015 - Present

*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 - Present

- Publicize UPE events through social media and on-campus advertising.
- Design and sell Cal CS apparel.
- Hold weekly office hours.

## Interests

---

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