

Peter E. Xu

peterxu30@berkeley.edu | Phone: (510) 585-7975
Github: github.com/peterxu30 | LinkedIn: linkedin.com/in/peterxu30
Address: 2700 Hearst Avenue, Berkeley, CA 94720

Education

University of California, Berkeley

Computer Science, May 2018

GPA: 3.8

Relevant Coursework:

- Structure and Interpretation of Programs
- Linear Algebra & Differential Equations
- Multivariable Calculus

Mission San Jose High School

June 2014

GPA: 3.925, SAT: 2370

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 – Present

Technical Staff Member for Professor Elizabeth Honig (Art History)

- Worked with technical staff on improving user interface and browsing functionality on Jan Brueghel website.
- Devised improved designs and templates for upcoming Peter Brueghel website.

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. Ensured they were on track and understood 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.

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, e.g.:
 - Led team in design and build, 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.

Skills and Interests

Proficient in Python, Scheme, SQLite, HTML, CSS, Git, Microsoft Office, Adobe Photoshop, and Adobe InDesign. Lover of both good games and good food. Enjoys running and reading, but not simultaneously.