

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

Workday, Pleasanton, CA

Associate Software Engineer Intern, Tools Division - Business Intelligence

May 2015 - Present

- Developing a debugging tool for Workday's Composite Reporting platform for management and financial reporting.
- Designing and implementing a graph minimizing algorithm to locate the source of error that integrates with the existing Composite Reporting codebase.

UC Berkeley Computer Science Department, Berkeley, CA

CS 61A, Structure and Interpretation of Programs

Undergraduate Student Instructor

January 2016 - May 2016

- 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.

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.