Peter Wu

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Education

Cornell University   Aug. 2019
Bachelor of Science in Computer Science 2023
GPA: 3.983 | Relevant Coursework: Object-Oriented Programming & Data Structures, Discrete Structures, Multivariable Calculus, Functional Programming, Linear Algebra

Skills / Awards

Technologies: JavaScript, Node.js, React, TypeScript, HTML/CSS, Java, Python, Express, Google Cloud Platform, Redux, OCaml, Firebase, WebSockets
Workflow: Git + Branching workflow, Agile, Continuous integration / deployment, GitHub Actions, TDD
Awards: Cornell Math Contest in Modeling Runner-Up Winner, USA Computing Olympiad Gold Division, Dean's List, USA Biology Olympiad Semifinalist, Science Olympiad NJ States 1st Place, Best Webapp Award at HackMHS IV

Experience

Google, *STEP Intern*   May 2020 - Aug. 2020
- Developed Overnightly, an app that eases travel planning by algorithmically finding a place to stay based on given locations, suggesting places based on filters, and planning optimal itinerary routes.
- Designed the project's system architecture and backend schema, documenting significant implementation strategies in the design doc to assist in collaboration with teammates.
- Followed industry conventions in the development of the project, using libraries such as Guava and AutoValue to reduce boilerplate, while using ES6 syntax, test-driven development, and RESTful API design on the Google Cloud Platform.
- Delivered well-tested code enforced by a CI pipeline by increasing the backend test coverage to over 95% using JUnit and Mockito.

Cornell University, *Course Staff*, Ithaca, NY   Jan. 2020 - Current
Spring 2020: Trends in Web Development (30+ students), Fall 2020: Functional Programming (400+ students)
- Hold office hours for students, providing one-on-one tutoring and assistance with concepts.
- Grade and write feedback on assignments through a course management system.

Cornell Design & Tech Initiative, *Frontend Developer*, Ithaca, NY   Oct. 2019 - Current
- Working on Samwise, an online student planner, with a team of designers, product managers, and web developers. The app currently has over 200 active users.
- Creating responsive frontend and UI with React and TypeScript interacting with a Redux store, while following the Git branching and CI/CD workflow.

MBS Accounting Technology & Advisory, *Web Developer Intern*,   July 2018 - Aug. 2018, July 2019 -
New York, NY   July 2019
Worked as a web developer for two summers for the largest outsourced bookkeeping firm in NYC, servicing over 180 firms.
- Developed a mobile-responsive webapp for a "Client Hub" with a React + Express + Node.js stack, building mobile-responsive UI components interacting with backend API endpoints.

Projects

Distributed Texas Hold 'Em Poker | Node.js, socket.io, Express   Apr. 2020
Webapp allowing for players across multiple devices to join rooms and play Texas Hold 'Em poker. Evaluates unit tests using the Jest framework on the game logic, which was implemented from scratch.

Outbreak | OCaml, Node.js, React
Strategy game based on *Plague Inc.* made as my final project submission for CS 3110 (Functional Programming). Implements game logic and middleware using OCaml, with a frontend created in React.

Class Reveal | HTML5, CSS3, JavaScript   Aug. 2018
Website made to crowdsource schedule and roster data for students across the school district, reaching over 2,500 students in the district in the summer of 2018. The current site is no longer under my control, and may have changed since.