

Peter Ke

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Education

University of Toronto

HONOURS BACHELOR OF SCIENCE, COMPUTER SCIENCE

- Studying Computer Science Specialist and Statistics Minor
- Cumulative GPA: 3.96/4.00 — awarded Dean's List Scholar

Toronto, ON

2019 — 2023 (Expected)

Skills

Languages Python, Swift, Java, Rust, HTML/CSS, JavaScript, TypeScript, Dart

Tools & Frameworks Node.js, React, Vue.js, Flutter, Express, Git, Bash, Linux

Experience

Goopter Holdings Ltd.

iOS DEVELOPER INTERN

Burnaby, BC

Aug 2018 – Aug 2019

- Responsible for developing and maintaining the company's multiple e-commerce iOS apps using Swift
- Implemented networking layers to communicate with REST APIs, designed algorithms for business logic, and built responsive and intuitive user interfaces
- Built and documented a cross-platform module using with React Native that can render sale reports and export them to PDF or PNG, which is deployed in both the company's iOS and Android apps
- Decreased the number of bugs and crashes significantly by working with the QA team

Projects

Dove Programming Language

RUST, WEBASSEMBLY

github.com/dove-lang/dove

Jun 2020 – Jul 2020

- Developed an interpreted, dynamically-typed, and object-oriented programming language
- Supports basic data types, variables, branching, looping, functions, classes, inheritance, basic IO, and importing files
- Implemented a recursive descent parser and a tree-walk interpreter to execute the code
- Built an online playground using TypeScript and WebAssembly to run simple scripts in the browser

Connect 5

FLUTTER, DART, NODE.JS, TYPESCRIPT, EXPRESS, SOCKET.IO

github.com/PeterKeDer/connect-5-flutter

Jul 2019 – Aug 2019

- A two-player, turn-based board game on a square grid where the first player to connect 5 pieces in a line wins
- Cross-platform (iOS/Android) mobile app, written in Dart using Flutter
- Designed a minmax algorithm which plays the game at a decent level and beats most real players
- Built a server using TypeScript and Express for online multiplayer, deployed on Heroku. Real-time communication between server and client is implemented using Socket.io

Course Manager

PYTHON, CLICK

github.com/PeterKeDer/course-manager

Jan 2020 – Feb 2020

- A command-line application that allows the user to easily manage university projects and deadlines
- The user can create projects and to-do items for different courses, quickly view or open projects, set deadlines for a project, and see a formatted schedule

Drifty

TYPESCRIPT, BABYLON.JS

github.com/huaqiwen/drifty

May 2020 – Jun 2020

- A 3D racing game in the browser where players control the direction of the car with a single button
- Works on both desktop and mobile, and supports various display refresh rates

EdiFinance

SWIFT, UIKIT

May 2018 – Jul 2018

- An iOS finance app written in Swift to view stocks, news, and currency exchange
- Fetches and displays data from public REST APIs. Users can subscribe to a stock to see graphs of stock prices, technical indicators, and latest news articles from selective sources