John M. Born

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Education

University of Illinois at Urbana-Champaign — August 2016 - December 2019
B.S. Computer Engineering — GPA: 3.71/4.00
- ML Corsework – Machine Learning, Deep Learning in Hardware, Computational Linguistics
- Other Coursework – Multimedia Signal Processing, Image and Video Processing, Virtual Reality
- Chancellor's Scholar – 2% of students per class, fulfillment of honors contract
- Provost Scholarship – 30 students per class, full tuition for 4 years

Employment

University of Illinois at Urbana-Champaign — Champaign, IL
Lead ELA (Engineering Learning Assistant) — August 2018 - Present
- Lead departmental meetings to adjust and create lesson plans for Pre-Engineering students
- Teach ENG 100 to guide students in navigating higher education, choosing majors, and finding career paths

Kellogg's — Oak Brook, IL
IT Intern – Lead Developer — May 2019 - August 2019
- Used React Native to create a mobile app providing resources to disadvantaged Chicago communities
- Led 8 interns by providing resources, debugging assistance, and coordinating a team work flow

IT Intern – RPA (Robotics Process Automation) — May 2019 - August 2019
- Utilized UiPath to implement RPA solutions to automate sales data pipelines
- Attended B2B API meetings to learn about enterprise software solutions

USGS (United States Geological Survey) — Champaign, IL
Programming Assistant — July 2018 - May 2019
- Developed FluEgg (a fluvial asian carp egg simulator) to quantify negative impacts of invasive species
- Ensured FluEgg API is maintainable, well-documented, and object-oriented
- Created FRMC GUI and backend (calculates the toxicity of fire retardants for US Forest Service)

Activities

Personal Projects
EEG Headset Controller
- Parsing EEG headset brainwave frequency spectra to control video games in place of traditional controllers

Poker Tracker App
- Creating Android application to track poker games in place of physical poker chips

Swarm Robotics Research — Champaign, IL
Research Assistant — February 2017 - January 2019
- Created 3D CAD hardware models for individual robots to be used in a swarm
- Explored theoretical models of robotic systems (including consensus, linkage, sensors, etc.)

iRobotics Executive Board — Champaign, IL
Treasurer — June 2017 - June 2018
- Approved robotic part purchases totaling approximately $20,000 annually
- Tracked team sponsorships and ensured funds are allocated correctly

Web Master — February 2017 - June 2017
- Updated and maintained information on the organization's website
- Utilized basic CSS and HTML to modify website functionality

Skills

- Proficient in Python, C++, C, JavaScript; Experience in HTML, C#, Java, MATLAB, x86 Assembly
- PyTorch, React Native, WebGL, Unity, PyQT, UiPath, Git, Github, GitLab, Unix CLI, Jupyter Notebook
- Scaled Agile Framework certified (SAFe), Spanish (conversational), multimeter, oscilloscope