

Victor Niu

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EDUCATION

UIUC

BS IN ENGINEERING COMPUTER
SCIENCE

2015 - Present

Expected June 2018

Cum. GPA: 4.0

UNIVERSITY OF MINNESOTA - TWIN CITIES

NON-DEGREE SEEKING PROGRAMS
2011-2015

University of Minnesota Talented

Youth Math Program Graduate

College Algebra, Geometry, Pre-calculus,
Calculus, Linear Algebra, Differential
Equations, Multivariable Calculus

Post Secondary Enrollment Options

Introduction to C/C++ for Scientists and

Engineers, Introduction to Shakespeare,

Introduction to Algorithms, Data

Structures and Program Development,

Machine Architecture, Cryptography and

Number Theory

EDEN PRAIRIE HIGH SCHOOL

Honors Grad. May 2015

2014 State AP Scholar

23 AP Tests Completed

National Honor Society Inductee

National Merit Scholar Finalist

LINKS

Github:// [Lathie](#)

Devpost:// [Lathie](#)

LinkedIn:// [victorniu](#)

Twitter:// [@WhatIsYaoi](#)

SKILLS

PROGRAMMING

Experienced:

Java • Python • JavaScript • HTML

CSS + Bootstrap • C++/C • \LaTeX

Familiar:

Android • JavaScript • Ruby • Visual Basic

HACKATHON PROJECTS | 2015 SEASON

SPACE TANKS INVADERS | AWARDED BEST GAME | CODE DAY

January 2015 | Minneapolis, MN

- Fast paced, retro styled tanks game.

BAR FLOW | AWARDED THIRD PLACE | HACK THE BAR

September 2015 | Urbana, IL

- Wrote Python server code and Android client code that controls hardware
- Reverse engineered the given sensor API in order to get real time updates.

HOME INDEX | AWARDED SECOND PLACE | CONNECTED HOME HACKATHON

October 2015 | Urbana, IL

- Wrote an algorithm to model a family's daily life at home.
- Designed a simulator and simulated 11k+ data points in order to create a baseline for data comparison.

FACEDIN | HACKPRINCETON

November 2015 | Princeton, New Jersey

- Built an Android app that takes a picture of your face, and uses facial recognition to detect and search for a corresponding LinkedIn profile.

HACKILLINOIS | STAFF | SOFTWARE TEAM

September 2015 - February 2016 | Urbana-Champaign, Illinois

CURRENT PROJECTS

BIRDLE | DEVELOPER

September 2015 - Present | Urbana, IL

- Developed an app that downloads and tags music onto an android device.

QUADFACE | DEVELOPER

September 2015 - Present | Urbana, IL

- Building an extendable API aimed at making quadcopter flight accessible

RESEARCH

CENTER FOR DRUG DESIGN | RESEARCH INTERN

June 2013 - July 2015 | Minneapolis, MN

- Participated in research, synthesis, and testing of HIV inhibiting drugs.
- Managed a chemical inventory and wrote optimized tools for sorting thousands of chemicals efficiently.

MATH MODELING | UNIVERSITY OF MINNESOTA

July 2014 | Ithaca, NY

- Accumulated data about ridership for metro light rail lines in the Twin Cities.
- Created a mathematical model predicting profits for an arbitrary light rail line.

JOBS AND VOLUNTEER EXPERIENCE

MINNESOTA HUAXIA CHINESE SCHOOL | ASSISTANT WEB DEV

June 2015 - Present | Eden Prairie, MN

- Worked on front end design for MNHuaxia Chinese School's new webpage