

# Jonathan Xu

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## EDUCATION

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*2015 – Present*

### University of Illinois Urbana-Champaign

Bachelor of Science, Computer Engineering  
GPA: 3.97  
- ECE 120: Introduction to Computing

*2011 - 2015*

### Barrington High School

Relevant Courses: AP Computer Science, CS Data Structures

*Summer 2014*

### Carnegie-Mellon University Pre-College

Relevant Courses: Principles of Imperative Computation

## EXPERIENCE

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*2011 – 2015*

### Team Captain, FIRST Tech Challenge Robotics

- Managed a team of eight engineers 12+ hours per week to build a competitive robot
- Used Autodesk Inventor to design and prototype ideas
- Mentored elementary school robotics students
- Two time participant at the FIRST World Championship

*Oct. 2015 - Present*

### Data Analyst, Corporate Executive Board

- Worked with a team of undergraduate/graduate students with professionals at CEB
- Usage of natural language processing tools such as NLTK to search business articles
- Used Hive and Sqoop to interface data between Hadoop and relational databases

## TECHNICAL SKILLS

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*Experience  
Exposure*

Java, Python, Git/SVN, Linux/Unix, Autodesk Inventor  
C, Ruby, HTML/CSS, Javascript, SQL

## SELECTED PROJECT

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*Nov. 2015 - Present*

### ScavAR

- Augmented reality scavenger hunt mobile application where specified tokens generate animated, three dimensional models on the user's screen
- Conceived at WildHacks 2015, 1<sup>st</sup> place winner, Paypal/Braintree Most Disruptive Use of Braintree SDK or Paypal API
- Built using Unity, Vuforia, and Ruby on Rails

## CAMPUS INVOLVEMENT

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*Aug. 2015 - Present*

### SIGPwny

- Offensive security group, competes in online CTF competition
- Personal focus in cryptography