

# JONATHAN J. XU

## Education

University of Illinois at Urbana-Champaign Aug 2015 - Present  
B.S. Computer Engineering, GPA: 3.98  
Engineering Dean's List (Fall 2015, Spring 2016), James Scholar  
Courses: ECE 120, ECE 220

## Experience

Data Intern, Corporate Executive Board Oct 2015 - Present

- Worked with a team of UIUC students and professionals at CEB.
- Managed data within Hadoop clusters using tools such as Hive and Sqoop
- Created, populated, managed an Elasticsearch index and built data visualizations using the Kibana interface
- Built user interfaces and data visualizations for marketing data using D3.js

Team Captain, FIRST Tech Challenge Robotics 2011 - 2015

- Managed a team of 8 engineers 12+ hours/week to build a competitive robot
- Used Autodesk Inventor to design and prototype ideas
- Two time participant at the FIRST World Championship

## Projects

Grapevine Mar 2016 - Present

- Grapevine is a social event finding iOS and Android app where users can post hosted events or find ones happening near by
- Worked on a RESTful API backend architecture to manage app data
- Built using Node.js + Express with a MongoDB database

ScavAR Nov 2015

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

## Campus Involvement

RedC Robotics Lead Web Developer Sep 2015 - Present

- Created redcrobotics.com using Node.js, Express, and MongoDB
- Website used as a promotional tool as well as a way to manage team applications, contact, and member information

## Details

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🌐 /jc3m

## Languages

C  
HTML/CSS  
Java  
Javascript  
Python  
Ruby  
SQL

## Technologies

D3.js  
Git/SVN  
Linux  
MongoDB  
Node.js  
Ruby on Rails

