Jillian Nylund

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EDUCATION

University of Illinois at Urbana-Champaign *Expected Graduation: December 2025*
Bachelor of Engineering in Computer Science GPA: 3.85/4.0
<u>Relevant Coursework</u>: Introduction to Computer Science I (Kotlin), Introduction to Computer Science II (C++), Linear Algebra with Computational Application, Discrete Structures, Calculus I, II, and III (HS)
<u>Enrolled in Fall 2023</u>: Data Structures, Numerical Methods, Probability and Statistics for Computer Science

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EXPERIENCE

Solution Street LLC June 2023 – July 2023
Software Engineering Intern
- Built a Competency Matrix web app for entire company integrated into existing Timesheets, Database to track employee growth and abilities
- Utilized Agile workflow, Postgres database, Ruby on Rails backend, and React frontend
- Led development as SCRUM master, experienced full-stack development

Women in Computer Science August 2022 – Present
Explorations Committee Co-Chair
- Leading 15-person committee to produce technical resources for students both in the form of workshops, written guides, and video guides. Planning events to encourage participation in computer science by all students.
- Planning all-female and nonbinary hackathon accessible to beginners focusing on Artificial Intelligence and Databases
- Planning and leading year-long project development series

CS 173: Discrete Structures August 2023 – Present
Course Assistant
- Hold office hours and attend classes to assist 200+ students in understanding fundamental computer science topics such as proofs, recursion, time complexity, and Boolean logic

Girls Who Code September 2022 – Present
Lead Facilitator and Curriculum Planner
- Create resources to teach elementary, middle, and high schoolers the basics of computer science
- Teach students gaming algorithms to understand computer gaming strategy, develop Python game with students
- Serve as a source of mentorship and guidance to young computer science students

Techcats Kids Coding Camp Summers 2017 – 2022
Head Counselor
- Taught children ages 8-12 to code in Python, Scratch, and LEGO Mindstorms
- Organized and implemented new methods to keep campers engaged and learning

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PROJECTS

Sweet Tunes for You October 2022 – May 2023
Team Project for Year-long Project Series called Dev Ada
- Utilized HTML/CSS, Spotify, and Spotipy API to create a website that picks the song alarm for users based on their current Spotify library and quiz question results
- Collaborated as a team to develop, presented website, won best project

The Effect of Grain Size on Temperature in the Protoplanetary Disk IM Lup August 2020 – May 2021
Single Researcher
- Predicted grain sizes in protoplanetary disks by running Monte Carlo simulations in Python
- Developed Python code utilizing the RADMC3D library to map collected data
- Studied with mentor from University of Virginia Department of Astronomy and won multiple awards, including Virginia Junior Science and Humanities Symposium Physical Science Category

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SKILLS

Languages and Technologies
- JavaScript, C++, Python, Java, Kotlin, Ruby, HTML/CSS, SQL, React, Ruby on Rails, PostgreSQL

Development Tools
- Agile Team Development, SCRUM, Git/Github, Jira, Bitbucket