


JONATHAN PHIPPS

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Education

University of Illinois at Urbana-Champaign

Aug 2015 - Present

B.S. Computer Science + Linguistics (2019), GPA: 3.77

Relevant Courses: Data Structures, Discrete Structures, Intro to Computer Science

Extracurriculars: League of Legends Team, Japanese Language Table

Experience

Head Programmer, FIRST Robotics Team 5199

Sept 2013 - May 2015

- Implemented robot's autonomous routines as well as standard controls in a C-based language
- Worked with team to brainstorm fastest, most practical methods for scoring points in multiple competitions
- Placed 3rd in state in 2015

Clerk Courtesy, Jewel-Osco

Jun 2013 - Aug 2015

- Provided customer service and bagged purchases
- Gathered carts from the parking lot and attended to miscellaneous tasks around the store

Projects

Ranker

Jul 2017 - Present

- Ranker is a platform for creating, sharing, and comparing ideas of any kind
- Worked on the RESTful API backend architecture to manage app data
- Built using Node.js, MongoDB, Express, Chai, and ReactJS

Insurance Data App

Axis Hackathon UIUC 2017

- Take accident data from AXIS database and display it by location, type, and severity over a map of the nation
- Built using Node.js, AngularJS, and Google Maps API
- 3rd place winner

Skills

Languages: C++, CSS, HTML, Java, Javascript, Ruby

Technologies: MongoDB, MySQL, NodeJS, Rails, React