John Hillebrand

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EDUCATION

University of Illinois at Chicago   **Expected Graduation: May 2024**
Bachelor of Science, Computer Science   GPA: 3.9/4.0

College of DuPage   **2019-2021**
College prerequisites and technical courses while attending high school   GPA: 4.0/4.0

WORK EXPERIENCE

Scalp Trade LLC, Chicago, IL   **Summer 2023**
C++ Software Engineer Intern
- Created a tool to replay market data to simulate a live market for the purpose of training traders, algorithm testing, and development of data dependent tools.
- This tool pulled tick-by-tick options data from a database, encoded that data into packets using the OPRA binary feed protocol, and wrote the packets out over the network at intervals based on the original timestamps.

Data Annotation Tech, Remote   **Dec 2023 - Present**
Software Developer
- Train AI language models on different programming topics, techniques, and code generation.
- Test AI's ability to produce coherent, useful responses to a multitude of coding problems.

UIC Student Internship, Chicago, IL   **Summer 2022**
NLP Intern
- Collaborated with a team to design a program to break down text in natural language to structured information that can be stored in a database.
- Developed skills in Python, Machine learning, and named entity recognition.

EXTRACURRICULAR ACTIVITIES

SparkHacks Hack-A-Thon   **April 2023**
- Worked with a team to develop an application that allowed people to find street performers and small, temporary events and entertainment.
- Placed 2nd at the Hack-A-Thon for the Community Resilience category.

ACM Quantitative Trading Club   **2022-2024**
- Met bi-weekly to discuss trading strategies, market concepts, and implementations of algorithms.
- Participated as a club in the CME Trading Challenge.

Cornerstone Math Team   **2017-2021**
- Competed in individuals, 2-person, 8-person, calculator team, and relay team at the ICTM Regional and State math competitions.
- Placed 3rd in individuals (among other awards) at the State Competition freshman, sophomore, and senior years.

PROJECTS

Out There Application   **Spring 2023**
- Worked with a team of three classmates to develop an application that allows people to meet each other.
- Users could post local events currently happening, allowing other users to browse these events and easily find nearby entertainment.

Junior Burglar Game   **Fall 2023**
- Created a game that allowed users to navigate a 3D scene from a first person view with the objective of stealing items while avoiding "police" NPCs.
- Developed, debugged, and tested this application over a period of three months to achieve a working product with additional inventory, NPC movement, and field of view features.

SKILLS / RELEVANT CLASSES

Programming Languages: C/C++, Python, Java, JavaScript, HTML/CSS, React, C#, F#, Go
Operating Systems/Software: Linux, Windows, Git, Visual Studio
Relevant Classes: Data Structures, Machine Organization, Software Design, Computer Algorithms, Systems Programming, Operating Systems, Software Engineering I, Networks, Systems Performance and Concurrent Computing
Written/Verbal Language: Reading and writing fluency in German