Nathaniel White

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EDUCATION

Waubonsee Community College — August 2013 to Summer 2014

University of Illinois at Urbana-Champaign — Degree Expected: May 2017
Bachelor of Science in Computer Engineering — GPA: 3.8/4.00

Coursework: Algorithms, Parallel Programming, Operating Systems Laboratory, Digital Systems Laboratory, Data Structures, Digital Signals, Artificial Intelligence, Advanced Engineering Statistics, Linear Algebra, Differential Equations, Analog Signals

James Scholar Honors Program

HONORS, SCHOLARSHIPS, and AWARDS

- Electrical and Computer Engineering Department Dean's List and James Scholar 2015
- Brian & Sophie Leung Merit Scholarship 2015
- Engineering Visionary Scholarship 2014

WORK EXPERIENCE

FMC Technologies — Houston, TX
Data Science Intern — Summer 2016

- Used Python and SQL on FMC's Asset Repair Optimization (ARO) project
  - Predicted component repair time by combining company data, machine learning and clustering algorithms
  - Resulted in less time waiting for parts and reduction of unnecessary inventory
  - Operated in a team of four, with deadlines and project priorities
  - 55+% variance in part replacement frequency explained by our model (our work enables the company to save hundreds of thousands)

LEADERSHIP

Illinois Leadership Center Intersect, Petullo Insight and Imprint — University of Illinois, Urbana, IL
Participant — 2014-2015

- Leadership conference in which I trained and competed against other students for an entire day, three instances with a different focus each time (Communication, Collaboration, Professional)

ECE Pulse TTL Competition — University of Illinois, Urbana, IL
Team Leader — 2015

- Competed against teams of UIUC ECE students to solve a challenge optimally over twelve hours
- Emphasis on using minimal resources and producing a functional product in minimal time

SKILLS AND PROJECTS

Previous: C, C++, CUDA, Java, Python, SQL, Visual Basic, x86, MATLAB

- Built a Linux-like OS from near-scratch in a team of three over several months (x86, C)
- Fully functioning missile command game with text graphics in x86
- Image editor with Gaussian filter, color threshold filtering, convolution and more in C
- Parallelized standard convolutional neural network algorithm to run on GPU (CUDA)