

PIETER SVENSON

📍 Chicago | Boston
☎ +1 781 354 4414
@ pieter2@illinois.edu

🌐 pietersvenson.com
🔗 github.com/pietelite
in linkedin.com/in/pietersvenson

INTRODUCTION

I am a student in both **Computer Engineering** and **Structural Engineering** at the University of Illinois. With both of these tracks, I am building strong foundations in **engineering principles** and **interdisciplinary leadership**. Professionally, I am in pursuit of **software engineering and product design internships** so I can expand my knowledge and skills in the industry. My current skills combined with my ability to **learn quickly** make me a **competitive** fit for any entry-level position.

EDUCATION

3.92 / 4.00

Grad.

Dec 2021

University of Illinois at Urbana-Champaign
B.S. Computer Engineering and B.S. (Structural) Civil Engineering dual degree

Awards: Eng. James Scholar / Dean's List (x6) / Wayne C. Teng Scholarship / Delores Wade Huber Scholarship / Illinois Eng. Achievement Scholarship / J. C. & M. J. Geagea CEE Scholarship

Relevant Coursework: Algorithms and Models of Computation / Numerical Methods I / Data Structures / Computer Systems Engineering / Database Systems / User Interface Design

PROJECTS

Jan 2021 -> Present

Research - What-if Hypothetical Implementations in Minecraft whimcproject.web.illinois.edu

- WHIMC: A National Science Foundation-funded research project dedicated to impactful learning
- Designed an efficient multi-stage A* search algorithm to perform optimized path-finding throughout Minecraft worlds to facilitate STEM instruction and provide impactful data

Java / Game Design / Algorithms / Research

Aug 2019 -> Present

Game Development - Minecraft - "Nope" gitlab.com/minecrafteronline/nope

- Built Minecraft administrative protection plugin, currently driving moderation of over 500 players a day on the oldest existing multiplayer Minecraft server (minecrafteronline.com)
- Authored a modified K-D tree, improving crucial algorithm performance from $O(n)$ to $O(\log(n))$

Java / Game Design / Algorithms / SQL+MariaDB / API / Git

Jan 2019 -> Aug 2019

"Visuol" github.com/pietelite/visuol

- Built primitive 3D object virtualization tool on Android for an enhanced multivariate calculus experience
- Employed the Google Daydream API and OpenGL ES framework

Java / Android / OpenGL ES / Google VR/AR

EXPERIENCE

Jan 2018 -> Present
part time

Center for Academic Resources in Engineering Tutor + TAM 212 Dynamics TA** **U of Illinois**

- Taught weekly classroom-style review session for multivariate calculus for ~50 students over 2 years
- Led the CARE Tutoring team for ~1.5 years, hiring and managing the ~40 tutors across the eng. dep.
- Tutored multiple CS, ECE, math, and physics courses at least 4 hours/week for the last 7 semesters

June 2019 -> Aug 2019
full time

Python+Java Instructor / Developer** **Einsteins Workshop Inc.**

- Taught ~100 grade-schoolers object-oriented programming principles
- Developed Java Minecraft plugin to manage virtual summer camp STEM classes for ~300 students

Java / Python

June 2018 -> Aug 2018
full time

Architecture Intern** **Prellwitz Chilinski Associates**

- Designed and modeled single-story ~2,500 sq. ft. Hayward's ice cream parlor in Revit 2019, built in Merrimack, New Hampshire and which currently serving between 300-500 people a day
- Learned and applied new architectural skills on the job under guidance of certified architects

Internship / Revit / Sketchup

EXTRA-CURRICULAR

** I'm an **Engineering Student Alumni Ambassador**, engaging in the diverse network of Illinois Alumni

** References provided upon request

LANGUAGES

Python, Java, C/C++, HTML/CSS, Javascript, SQL, MATLAB

TOOLS

Git, Azure, Postgres + MySQL/MariaDB + SQL Server, MongoDB, Django+Celery, Agile/Scrum, REST APIs, Docker

ENVIRONMENTS

JetBrains, Visual Studio

PLATFORMS

Windows, Linux, Android, Web

For fun, I perform with my all-male singing *a cappella* group, the **Xtension Chords**! Come say hello at www.xtensionchords.com or listen to us on Spotify