

# 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 / 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

Aug 2020 -> Present

### Reels – In Progress

[github.com/pietelite/pegasus](https://github.com/pietelite/pegasus)

- Leading a team of 4 and building a video-editing app targeted to eSports players
- Using the Django web server, Celery async task queue, Docker containerization for distributed computation, and Azure App Services for deployment

Python+Django / SQL / HTML+CSS / Azure / Docker / Full Stack

Aug 2019 -> Present

### GriefAlert

[github.com/pietelite/griefalert](https://github.com/pietelite/griefalert)

- Built Minecraft administrative protection plugin, currently driving moderation of over 500 players a day
- Builds on Sponge API and Prism logging service, exposes event-driven API for other plugin developers

Java / Plug-in / SQL+MariaDB / API

Jan 2019 -> Aug 2019

### Visuol

[github.com/pietelite/visuol](https://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 for at least 4 hours for the last 6 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

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

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

\*\* References provided upon request