

# Siddharth Mathur

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## EDUCATION

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### University of Illinois at Urbana-Champaign

[Expected Graduation: May 2021]

GPA: 3.9

*Bachelor of Science, Information Systems*

*Hoelt Technology & Management (Class XXV)*

## ACTIVITIES & HONORS

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### Hackathons

[Feb 2015 – Present]

*Organizer, Competitor*

- Won the “Awesomeness Prize” (1<sup>st</sup> place award) with \$3,000 at AbbVie’s HackVie in June 2019
- Won the “Best Android App” award at Los Altos Hacks III, held in March 2018 at Juniper Networks HQ
- Organized BaseHacks (2016) and BaseHacks 2 (2017) with 200-300 attendees; led and instructed at coding workshops for mobile development and IoT

### Association for Information Systems

[Sept 2018 – Present]

*VP Technology*

- Facilitated technical workshops to develop skills with Data Analysis, Excel, Python, R, and Tableau

### National Organization for Business and Engineering (NOBE)

[Sept 2018 – Present]

*Marketing Chair, Tech Committee*

- Enhanced and marketed finance, investing, and networking skills through seminars and workshops

### Future Business Leaders of America (FBLA)

[Sept 2015 – July 2018]

*Competitor, Team Leader*

- Management Information Systems (2018): 4th Place in California, 5th Place Nationally
- Sports & Entertainment Management (2017): 1st Place Regionally, 4th Place in California

## ADDITIONAL INFORMATION

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**Skills:** C++ (7 years), Java (5 years), Android/iOS (5 years), Linux (4 years), Git (4 years), IoT (4 years), Databases and data structures (4 years), Dance (3 years), JavaScript (2 years), Python (1 year), Agile (1 year)

**Languages:** English (native), Hindi (native), French (professional)

## PROFESSIONAL EXPERIENCE

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### Motorola Solutions

[Aug 2019 – Present]

*Software Engineer*

- Integrating battery maintenance into MSI’s cloud portal for use by police, EMTs, etc.

### AbbVie Inc.

[Apr 2019 – Aug 2019]

*Scientific and Cloud Computing Engineer*

- Developed and integrated tools using Python Django and Ansible to manage AbbVie’s High-Performance Computing clusters
- Automated command-line processes to eliminate the CLI on the user-end

### FunNode, LLC

[July 2017 – June 2018]

*Head of Mobile Development*

- Implemented the Godot engine to port HTML/JavaScript games to iOS/Android
- Interviewed/recruited other mobile developers

### Secrets to Success

[June 2016 – Aug 2017]

*Founder, Teacher*

- Founded summer camp for CS and entrepreneurship; taught 40 elementary/middle school students
- Conducted workshops on Android Development and Virtual Reality Development

### Continental

[July 2016 – Aug 2016]

*Android Developer*

- Modeled V2X infrastructure on Android using Android Studio
- Implemented RESTful API to fetch vehicle location data from a Go server in real-time

## SIDE PROJECTS

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### IoT Smoke Alarm Notifier

[July 2017]

- Integrated an ESP8266 chip with a microphone sensor to send SMS notifications to all family members if the smoke alarm rings at home

### EarthScanner

[June 2017]

- Built on Google’s Barcode Detector API to create an Android app that gives a look into the eco-friendliness of various products
- Presented at the Tech Museum in San Jose, CA