

Siddharth Mathur

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EDUCATION

University of Illinois at Urbana-Champaign

[Expected Graduation: May 2021]

Overall GPA: 3.9 | Major GPA: 4.0

Bachelor of Science, Information Systems

Hoelt Technology & Management (Class XXV)

ACTIVITIES & HONORS

Hackathons

[Feb 2015 – Present]

Organizer, Competitor

- Won the “Awesomeness Prize” (1st 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 with over 300 attendees
- Organized BaseHacks (2016) and BaseHacks 2 (2017) with 200-300 attendees; led and instructed at coding workshops with 40-50 people for mobile development and IoT

Association for Information Systems

[Sept 2018 – Present]

VP Technology

- Facilitated technical workshops with 30-40 students 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

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

Motorola Solutions

[Aug 2019 – Present]

Software Engineer

- Integrating battery maintenance tools written in Golang into MSI’s Azure-based cloud portal for use by police, fire, and EMTs

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 RHEL 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 entrepreneurship and CS; taught 40 5th-8th grade 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

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