

BILLY LI

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EDUCATION

University of Illinois Urbana-Champaign

Expected graduation date: June 2021

Bachelor of Science in Computer Science and Statistics

GPA: 4.00/4.00

Relevant coursework: Data Structures, Computer Architecture, Probability and Statistics

PROFESSIONAL EXPERIENCE

Central-Southern Regional Air Traffic Management Bureau Network Center

June - July 2018

Intern, 40hrs/week

Guangzhou, China

- Created a flight record rectifier using C++ and DB2 SQL capable of identifying and fixing issues caused by duplicate and discontinuous flight records amongst 500000+ rows of raw data
- Imvised an algorithm to calculate the similarity between flight routes to increase the efficiency of air traffic in the Bureau's management zone
- Worked as a member on the 6-man Settlement Management System Project Team and both products have been approved by the Bureau to be moved online for business and administrative use

CS126 (Software Programming Studio) Proposed Independent Project

May 2018

30hrs/week

Champaign, Illinois

- Designed and implemented a multiplayer 2D shooter game using C++ featuring a custom GUI, physics engine and LAN connection system
- Wrote 5000+ lines of code within 2 weeks; the product was bug-free during final presentation of hosting matches over the school network

CS 125 (Intro to Computer Science) Course Assistant

January - May 2018

Lab/Office hour assistant, 4hrs/week

Champaign, Illinois

- Helped Teaching Assistants run weekly Labs by guiding more than 20 students to put course knowledge to use in various IDEs such as Eclipse, IntelliJ and Android Studio
- Staffed office hours by answering students' questions on course material and providing suggestions and insight for weekly graded MPs (programming projects) written in Java

ACTIVITIES

CS MOD Club

January 2015 – June 2017

Founder, 2hrs/week

Shenzhen, China

- Taught club members to make modifications to the game Counter-Strike 1.6 using plugins written in Pawn/C and design 3D models/levels with 3DS Max and Valve Hammer Editor
- Hosted in-house Counter-Strike competitions using the club's original plugins, models and levels

HONORS

-Member of Phi Eta Sigma National Honor Society UIUC chapter

January 2018

-High Achiever(Top in China), Cambridge CIE AS Sociology exam

October 2016

-National Finalist, High School Mathematical Contest in Modeling (HIMCM)

November 2014

SKILLS

- Proficient with Java, C++, and R
- Intermediate in Python, JavaScript, C, and HTML/CSS
- Experienced with using Unity, Adobe Flash, and 3DS Max
- Fluent in English, Mandarin, and Cantonese