

Christopher Zhang

MA, USA |  [/christopher-zhang](https://github.com/christopher-zhang) |  [/christopher-z-zhang](https://www.linkedin.com/in/christopher-z-zhang) |  chrisconcord@gmail.com

EDUCATION

University of Illinois at Urbana-Champaign

Aug. 2019 - est. Dec. 2022

- B.S, Electrical and Computer Engineering
- GPA: 4.0/4.0

EXPERIENCE

Intel Corporation | Remote

June 2020 - Aug. 2020

Logic Validation Intern

- Developed Perl scripts that moved validation tests to an automated GUI
- Analyzed SystemVerilog code to extract specs and data
- Collaborated within a 20-person team and across global sites

Massachusetts State Referee Committee | MA

Sept. 2016 - June 2019

Soccer Referee

- Officiated matches of 30+ youth players solo or in groups of 3

SKILLS AND COURSEWORK

Languages:

Java | JavaScript | Perl | Python | C | C++ | HTML | CSS | Chinese | Spanish | Korean

Other Technical Skills:

React JS | Git | Bootstrap | VS Code | Eclipse | Bash | Windows | Linux

Relevant Coursework:

Data Structures (in C++), Computer Systems & Programming, Probability with Engineering Applications, Analog Signal Processing, Discrete Structures

PROJECTS AND ACTIVITIES

Personal Website

Dec. 2020 - Present

<https://christopher-zhang.github.io> | Bootstrap 5 and React

- Sorting algorithm visualizer using ReactJS
- Responsive site design

iRobotics at UIUC

Sept. 2019 - Present

Built robots to compete in Battle-bot competitions

- Designed 3D-printed robot chassis in SolidWorks
- Combined chassis with electronics for functionality

Acton Robotics

Sept. 2018 - May 2019

Competed in FIRST tech challenge events

- Qualified for States-level competition