

# Christopher Zhang

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## EDUCATION

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### University of Illinois at Urbana-Champaign

Aug. 2019 - est. Dec. 2022

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

## EXPERIENCE

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### 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

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### Languages:

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

### Other Technical Skills:

React JS | Git | 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

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### Personal Website

Dec. 2020 - Present

<https://christopher-zhang.github.io>

- Sorting algorithm visualizer in JS and React
- Utilized Bootstrap 5 and JS to make a responsive portfolio website

### 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