

ZIHENG CHEN

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EDUCATION

May 2023

Bachelor of Science in Computer Engineering

University of Illinois at Urbana Champaign

- Minor in Mathematics
- Dean's List: Fall 2019, Spring 2020, Fall 2020, Spring 2021, Fall 2021
- 4.0/4.0 GPA
- Relevant Courses: Data Structures, Introduction to Algorithms, Probability and Statistics, Machine Learning, Computer Systems Engineering, Parallel Programming

SKILLS

- Proficient in C, C++, Assembly Language
- Familiar with Python, Java, SystemVerilog
- Familiar with Data Structural and Algorithmic Concepts
- Familiar with Machine Learning and Parallel Programming Concepts

PROJECTS

OpenFlights

- Constructed data structure to host flight data from openflights.org
- Successfully implemented Landmark, PageRank, and Dijkstra's algorithms

Pac-Man

- Created a functioning Pac-Man game on FPGA using SystemVerilog
- Designed a custom map with controllable character

EXPERIENCE

February 2022

- Present

Undergraduate Researcher

DEPEND Group, Champaign, IL

- Simulate real life traffic situations and vehicle behaviors with CARLA simulator
- Model and improve autonomous vehicle algorithms

August 2021

- May 2022

Undergraduate Grader

University of Illinois at Urbana Champaign, Champaign, IL

- Graded weekly homework for ECE 210: Analog Signal Processing
- Closely assisted and communicate with the course staff

August 2021

- December 2021

Undergraduate Teaching Assistant

University of Illinois at Urbana Champaign, Champaign, IL

- Hosted weekly office hours for ECE 385: Digital Systems Laboratory
- Guided students by answering questions and examining code

August 2020

- December 2020

Undergraduate Researcher

Illinois Geometry Lab, Champaign, IL

- Discovered and verified trivial congruences in colored partitions
- Generated numerical data with Mathematica

August 2019

- April 2020

Undergraduate Worker

Illini Union Techzone, Champaign, IL

- Assisted customers to locate items and improved the overall shopping experience