JIAMING ZHANG

University of Illinois

210S 4th St. Champaign   2179044877   Qq1104382148@gmail.com

OBJECTIVE

My objective is to find a summer internship on the field of software development engineer. As a computer science student, it is important to connect my knowledge, skill, and school project to the present industry.

EDUCATION —

University of Illinois at Urbana-Champaign, Champaign, Junior, Math & Computer Science GPA 3.81/4.0

Estimated Graduate Year: 2021.5

EXPERIENCE

Chatroom 2019.4
Solo C Project: A 10 capacity chatroom with socket.io and c, with the understanding of basic TCP protocol functionality.

Malloc 2019.2
Solo C Project: Functioned malloc in Linux, support full functionality of CentOS malloc, and look after more edgy cases than system call malloc did.

Password Cracker 2019.2
Developed a password cracker that can handle decoding the password which applied multithread to speed up the process of cracking.

3D Card Game 2019.1-2019.4
Group Unity Project: Role in UI interaction script design and some card function design, also charged in the frame control system design.

Picture Editor 2018.2
Solo C++ Project: Supported changing the RGB of the given picture, adding watermark at any position and sticking several pictures to 1.

KEY SKILLS —

C; C#; C++; Python; Unity

COMMUNICATION

Have a good sense of communication with teammates. Have experience working several group development projects, including one game development with a 5-person group.

CHARACTERISTICS

Passionate in gaming industry and related industry. Now is attempting to learn the VR/AR application and development. Having development experience of two games and design experience of one game.

Contact

Qq1104382148@gmail.com (217)904-4877