

Qingkang(Max) Zhang

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Objective Software engineering internship

Skills C/CPP, Java, Python, Javascript, Linux/Unix, HTML,CSS, Verilog, MIPS, LaTeX

Education Junior in Computer Science , University of Illinois Urbana-Champaign, Fall 2014
GPA 3.7 in major, 3.5 overall
SAT critical reading 750

Project **Unit3D application** **UIUC** **Fall 2014**

- Created an application of Video Game on Android, which can support Google Cardboard with Unit3D and Unit3D script.
- Experienced creating video game with certain Video Game Engine, for example, ways to make obstacles appearing infinitely, how to record scores, and how to set the camera.

Database Project **UIUC** **Fall 2015**

- Developed a web-based application mainly with Python, HTML and Javascript. Users log in and ask questions about their daily lives, math puzzles or any other problem, which will be answered by other users, who will gain credit by answering questions.
- Experienced making good-looking and user-friendly web page and developing web application with Javascript.
- Gained the experience of doing database system, processing data with ideas of distributed system.

Web Server **UIUC** **Spring 2015**

- Developed a Linux C program which maps the files requested by users to the memory and transports these data to users with pipes in C.
- Learned the advantages and disadvantages of TCP/IP networks and how to send and receive data package by using socket.
- Gained the knowledge of some system APIs of Linux like Mmap, Socket.

Education **Courses:** Database System, Data Structure, Theory of Computation, Computer Architecture, System Programming, Numerical Method, Theory of Probability.
Honor: James Scholar in Engineering

Employment Experience Calculus tutorial