Tailin Zhang

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EDUCATION

University of Illinois at Urbana-Champaign

May 2020 GPA: 3.30/4.00 Bachelor of Science in Computer Engineering

Related Coursework:

Internship

CS410 Text Information System CS411 Database System CS440 Artificial Intelligence CS498DV Data Visualization CS498AML Applied Machine Learning CS498RK Web Programming

PROFESSIONAL EXPERIENCE

SF Technology Data Center (SF Express)

Shenzhen, CN

May 2018 – August 2018

- Developed the backend system of Itech Platform to improve server maintenance efficiency
- Used Celery to run stress tests on servers and Ipmi to monitor server status
- Designed Mysql database to store test data and used Python Flask to deliver json files to frontend

Rediscover: Scientific Data Relationships Prediction Research

Champaign, IL

September 2018 – Present

- Employed machine learning algorithms to find relationships between multiple datasets
- In charge of improving accuracy of final prediction by comparing different algorithms

Southern Constructional Engineering Company

Shenzhen, CN

December 2016 – January 2017 Internship

- Learned using CAD to create floor plans and elaborate on minor constructional details
- Managed constructional data using Excel and Mysql

LEADERSHIP & ACTIVITIES

Chinese Student Scholar Association

Champaign, IL

Director of IT Department

March 2017 - Present

- Developed the CSSA official website to show organization features and event introductions
- Maintained the CSSA student forum consisted of 2.9k members to provide community resources
- Organized weekly workshops with other members to teach web development knowledge

ACM Sigai

Champaign, IL

Member Jan 2019 – Present

Attended weekly workshop to discuss about research related to Artificial Intelligence

Champaign, IL

CS Scheduler

Personal Project

July 2018 – Present

- A Web App that recommended courses for CS students and provided most up to date seat information
- Classified the data to recommend most relevant CS courses based on user information
- Would send email notifications if recommended course is available every five minutes

Game Design Project in Carnegie Mellon University

Leader

Pittsburgh, PA

June 2016 – August 2016

- Led a project team to design Python video game using Tkinter and Pygame
- Created Tetris Game and Tank War Game with team members
- Gave a presentation at CMU auditorium to introduce our project and present game demo

SKILLS

- Machine Learning Algorithms
- Python3, Flask
- C, C++, X86 Assembly,
- Mysql
- HTML, CSS, Javascript