LINGFENG ZHAO

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EDUCATION

University of Illinois at Urbana-Champaign Expected Graduate Date: May 2025

Bachelor of Science in Mathematics, Statistics, minor in computer science GPA: 3.83/4.00

Related Coursework:

Abstract Linear Algebra Multivariable Calculus Intro to Combinatorics

Non-Linear Programming Differential Equation Computational Mathematics

Statistics and Probability 1 Intro to Computer Science 1 Intro to Computer Science 2

Discrete Structures Reinforcement Learning Data Structure

TECHNICAL SKILLS

Programming Languages: C++(advanced), C(advanced), Java(Advanced),

Python(Advanced), C#(Basic)

Frameworks/Tools: Git, Visual Studio Code, Pycharm, Google Colab, Pytorch

Spoken Languages: Mandarin and English

PROJECT HIGHLIGHTS

Reinforcement Learning Intern (Python)

May 17th, 2023 - Now

- Paper reading blog: https://blog.csdn.net/weixin 43536763/category 12360234.html
- Revise the Dynamic Inverse Reinforcement Learning method to make it applicable in high scale problems.

Course Application(C)

April 2021 - May 2022

• Created multiple functions for calendars, editing pictures, and DNA series.

Course Application (Java)

September 2021 – December 2021

• Implemented an Android application that listed nearby restaurants and sorted by alphabet sequences.

Macao Joint School Science Exhibition

April 2021 - April 2021

- Design a mathematical model for strategies of covid test and a poster for it
- Programmed a 2D game to explain the strategy

Game Design (C#)

August 2020 - August 2020

- Generated a 2D game with strategies and designed character animations.
- Created different results based on different choices to ensure players' experiences.

Rewards

The International Mathematical Modeling Challenge, IMMC

• 1st Prize January 2020

• 2nd Prize November 2019