

ATHENA HUNG

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Education

University of Illinois at Urbana-Champaign

May 2018

GPA: 3.07/4.00

- Bachelor of Science in Computer Engineering
- **Related courses:** Embedded Systems, Algorithms, Digital Signal Processing, Digital Systems Laboratory, Applied Parallel Programming, Distributed Systems, Computer Systems Engineering and Operating Systems, Data Structures, Analog Signal Processing

Work Experience

Intel Corporation - SoC Logic Design Intern

Hudson, MA

Summer 2017

- Performed RTL coding and integration for the host fabric interface ASIC in Intel's Omni-Path Architecture solution
- Simulated waves and traces with the Verdi debug system tool to fix critical bugs
- Created a Python script to automate the testbench creation of SystemVerilog files

UIUC ECE Electronics Services Shop - Audio-Visual Support

Champaign, IL

Fall 2016 - Present

- Set up and maintain AV equipment during events and service calls in the ECE Building
- Support undergraduate laboratories by testing and fixing lab equipment and electrical components, and assembling student kits
- Work with lecterns, sound systems, projectors, soldering

National Dong Hwa University - Research Intern

Hualien, Taiwan

Summer 2015

- Developed video games with the Unity 5 game engine in C# in a team
- Applied artificial intelligence, realistic physics, and object oriented concepts to game elements
- Presented Tower Defense game at the Taiwan Tech Trek academic conference
- Taught conversational English to 10 graduate students from the Department of Computer Science and Informational Engineering

Projects

Linux Kernel Core

Spring 2016

- Developed a Linux based kernel in C and x86 to interface between devices and applications in a team of four
- Implemented features including paging, interrupts, system calls, multiple terminals, and scheduling

Dorm Room IoT

Fall 2015 - Present

- Developing an Internet of Things platform for dorm rooms
- Android application that uses Bluetooth to control Arduinos around a room
- Features include: servo to wirelessly control lights, water pump for plants, door unlocker

Activities

iRobotics - *Combotics Team Member*

Fall 2014 – Fall 2016

- Designed and built up to 30 pound robots for Battlebot Competition
- Constructed the competition arenas for Engineering Open House
- Utilized Solidworks and the machine shop to design and model the mechanical structures

Skills

Computer Languages

- Proficient: C, C++, SystemVerilog, Python. Prior experience with: Java, x86 Assembly, HTML/CSS, Javascript, C#

Technologies

- Subversion, Git, Linux, Quartus, Eclipse, Unity 5, Android Studio, Mathematica

Languages

- English (Native), Mandarin Chinese (Fluent), Spanish (Basic)