

# Zongnan Bao

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## OBJECTIVE

- I am a Junior student at the University of Illinois at Urbana-Champaign majoring in Computer Engineering. I am expected to graduate in Spring 2021, currently looking for a Software Engineering and ECE/CS related internship for summer 2020. I have a passion for learning and eager to apply what I've learned to future jobs.
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## EDUCATION

### University of Illinois at Urbana-Champaign

Champaign, IL

Bachelor of Science in Computer Engineering

GPA: 3.76/4.00, August 2017 - May 2021

- Courseworks: Operating System, AI, Safe Autonomy, Digital System Lab, Data Structure, Computer System & Programming, Probability with Engineering Application, Analog/Digital Signal Processing...
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## EXPERIENCE

### Malu Innovation

Shanghai, China

Research and Development Department

June 2019 - July 2019

- Extracting and processing data from warehouse database, optimizing storage location (C++).
- Extracting and transforming laser scan data from Lidar into usable data (C++).
- Assisting R&D Department, communicating between colleagues.

### Prevail Optoelectronics Equipment Co.,LTD

Hangzhou, China

Maintenance Department

July 2018 - August 2018

- Inspect damaged outdoor trunk amplifier (used for TV signal transmission), replace out malfunctioning or burned chips, transistors and fuses, etc.
  - Using Multimeter and Network Analyzer to examine the circuit board and signal functionality.
  - Assisting maintenance team, recording maintenance order and history.
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## PROJECTS

### Car-Industry Database File Reader

Shanghai, China

June 2019 - July 2019

- Utilize file I/O, data structure and STL in C++ to extract information from car-industry database files (csv files).
- Organize information (such as auto parts and daily operation information) in unordered maps, and is able to search any information in short time.

### Stickman Badminton - Game based on FPGA programming

Champaign, IL

Nov. 2019 - Dec. 2019

- Implement the game in hardware design, supporting two keyboards multiplayer(USB & PS/2).
  - Implement game graphics in frame buffer, connecting with VGA monitor.
  - Complex game logic and state machine.
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## ACTIVITIES

### Champaign Photography Association

September 2017 - Present

- Organized a photography exhibition.
  - Working as an authorized agent in the association, making reservation spaces for activities.
  - Developed a time-lapse video with other members in the association.
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## SKILLS

- C++, C, SystemVerilog, Python, x86, LC-3, ROS, Linux, Jekyll, Markdown, Adobe Lightroom, Photography