David Yunxin Zhang Software Developer

(217) 721-5700 | [yzhng223@illinois.edu](mailto:yzhng223@illinois.edu%20) | [yx-z.github.io](https://yx-z.github.io/) “*Fortunately*, life is never easy.”

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| Education |  | University of Illinois at Urbana Champaign - GPA: 4.00/4.00  **B.S. in Mathematics and Computer Science:** 2015 – 2019   * Data Structures, Algorithms, Discrete Math, Computer Architecture   Minor in Business: 2016 – 2018   * Microeconomics, Statistics with R Programing |
| Work |  | **Undergraduate Researcher in Math Dept.：**Since Aug, 2016   * perform computerized research in number theories * design statistical tests to detect fake randomness: [fakerandom.cf](http://math.uiuc.edu/~ajh/fakerandomness/) * create a forecast app with R and Python based solely on past data   **CS Course Assistant：**Spring and Fall Semester, 2016   * organize lab and discussion sections for students * hold office hours and answer questions online * practice pedagogy, cooperation and communication skills |
| Project |  | Project Euler**:** Fall 2015 – Now   * Project Euler ([github.com/yx-z/ProjectEuler](https://github.com/yx-z/ProjectEuler)) is a collection of challenging math problems that also requires coding. * So far, I have successfully solved about 70+ problems and posted my thoughts, comments and source code in Github. * I enjoy these math challenges for the happiness of accomplishment and new knowledge I learned both in math and algorithms.   **What2Wear****:** Fall 2015   * What2Wear ([github.com/What2Wear](https://github.com/What2Wear/)) is a group project for Web and Android that helps people decide what to wear based on weather and personal preferences. * I constructed the front-end of the webpage with Bootstrap, designed mobile UI and coded for the Android app.   **Github:** Spring 2015 - Now   * Code for fun and keep learning! ([github.com/yx-z](https://github.com/yx-z)) * I maintained a notebook in Markdown and LaTex, created a web crawler with JSoup to get information about local restaurants, and built several games in Java and JavaScript for entertainment. |
| Skill |  | **Programming:**   * Familiar: Java SE (including Java 8), Android Development * Experience: Java EE/Web, HTML/CSS/Js, MySQL, Kotlin, R, C++, Python   **Tool****:**   * Familiar: Vim, Git, IntelliJ IDEA, Zsh, Tomcat, LaTex, Photoshop   **Extracurricular:**   * Experience: Rubik’s Cube, Sudoku, Magic Tricks |