

ATHENA ZHENG

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EDUCATION

University of Illinois at Urbana-Champaign

Expected Graduation Date: May 2024

B.S. in Computer Science, Minor in Music

- Relevant Coursework: Software Design Studio, Data Structures, Computer Architecture, System Programming, Interactive Computer Graphics, Algorithms, Databases, Game Development, Calculus I/II/III, Linear Algebra.

EXPERIENCE

Aechelon Technology

Overland Park, KS

Software Engineering Intern

May 2022 – August 2022

- Implemented a physically based rendering (PBR), metallic-roughness shading model in **GLSL**, based on Epic Games' Unreal Engine 4 and Disney's BRDF models.
- Added support for loading in and rendering glTF 2.0 models with PBR materials in **C++** with OpenGL.

CS STARS | University of Illinois

Champaign, IL

CS Student Ambassador and Research Scholar

August 2021 – present

- Conduct image processing research with Prof. Eric Shaffer for automated fabrication detection using western blot data.
- Serve as an ambassador to recruit women interested in computer science.
- Facilitate activities and maintain departmental connections among undergraduate women in computing.

CME Group | Innovation Center, Research Park

Champaign, IL

Software Engineering Intern

January 2021 – August 2021

- Enhanced and tested software features and created documentation for a task management and page creation tool in **Java**.
- Researched and documented the Metaflow workflow within the AWS data science environment.

LEADERSHIP

Society of Women Engineers (SWE) Illinois

April 2021 – December 2021

Marketing Director

- Co-led a 12-chair committee to develop content publicizing SWE events and opportunities through flyers, videos, and other media forms.
- Increased the number of likes per post average by 50%.

SKILLS

Programming Languages

- C++; C; GLSL; Java; Python; JavaScript; HTML; CSS; MongoDB, SQL.

Technologies

- Git, Perforce; Adobe Photoshop, Clip Studio Paint; Unreal Engine 4.