

# Wayne He

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Education	<b>University of Michigan – Ann Arbor</b> BSE Computer Science, Minor in Electrical Engineering 4.000/4.000 GPA	<b>Aug 2022 - May 2026</b> Bachelor of Engineering
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Relevant Coursework: Data Structures and Algorithms, Web Systems, Operating Systems, Quantum Computing, Intro to Computer Organization, Foundations of Computer Science

Experience	<b>Tour.video</b> Full Stack Engineering Intern	<b>Dec 2022 - Aug 2023</b> Remote
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Tour.video is a YC startup that embeds interactive virtual tours on leasing websites, allowing apartments to automatically gather new leads.

- Spearheaded development on custom analytics dashboard to analyze traffic of **over 200k visitors monthly** using React and Supabase.
- Launched a real-time calling and messaging feature leading to **2 new enterprise customers**, connecting to over 2000 downstream users.
- Designed a customizable notification system to dynamically react to user behavior. Created **reusable components** to simplify future development and **improve maintainability**.

Projects	<b>Cascade</b> <a href="https://devpost.com/software/cascade-xrfscu">🔗 https://devpost.com/software/cascade-xrfscu</a>	<b>Sept 2024</b>
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- Created a Google Breadboard workflow that used **two Gemini models** to generate functional HTML/CSS code on-demand. **Won best Generative UI at MHacks 17.**
- Developed **multi-threaded backend** using Flask and MongoDB to generate/store images from code snippets and used a **custom-trained Siamese neural network** to compare them.

Artificial Intelligence, Computer Vision, Cloud, Next.js, Heroku

<b>Bloch M</b> <a href="https://ecpii.github.io/bloch-m/">🔗 https://ecpii.github.io/bloch-m/</a>	<b>May 2024 - June 2024</b>
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- Used Vue and Three.js to create a **3D visualization** of the Bloch Sphere on the web, allowing for real-time interactivity and computation.
- Created **parameterizable animations** to teach unitary gates' effects on quantum systems in the University of Michigan's Quantum Computing course.

Skills	<b>Web Frameworks</b> React, Vue, HTML/CSS <b>Backend Development</b> Flask, Supabase, MongoDB	<b>Languages</b> Rust, Python, C++, JavaScript <b>Cloud</b> Heroku, Vercel	<b>CLI Tools</b> git, nvim, make, CMake <b>WebAssembly</b> wasm-pack
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Interests	<b>Founder &amp; President of Michigan Tetris</b>	<b>President of Michigan Magic</b>
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