

Wenqi He

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EDUCATION

University of Illinois Urbana-Champaign

Master of Computer Science

Dec. 2023 (expected) | Urbana, IL, US

Georgia Institute of Technology

Bachelor of Science in Computer Science

Minor in Physics

Dec. 2019 | Atlanta, GA, US

PERSONAL PROJECTS

GPU-accelerated Vector Graphics Renderer
Simple Software Rasterizer
Simple Software Raytracer
Simple Raster Map Tile Renderer
Canvas-based User Interface Framework
Server-side Interactive React Renderer
Frontend Framework and Module Bundler
Stack-oriented Esoteric Programming Language

RELEVANT COURSEWORK

\$ Graphics, Physics & Scientific Computing

Scientific Visualization
Interactive Computer Graphics
Computational Photography
Parallel Computing (GPU)
Numerical Analysis/Methods
Partial Differential Equations
Differential Geometry
General Relativity
Quantum Mechanics
Quantum Computing

\$ Language, Data & Communication

Compiler Construction
Relational Databases
Distributed Algorithms/Systems
Computer Networking
Information Security
Information Retrieval
Natural Language Processing

WORK EXPERIENCE

National Center for Supercomputing Applications

Graduate Research Assistant, Visual Analytics

Aug. 2022 - Present | Urbana, IL, US

- Developed software for scientific researchers, focusing on biomedical and geospatial data visualization.
- Responsible for the full-stack development and deployment of the BiteMap application for the INHS MEL.
- Created cartographic visualization of tick bite data using GeoJSON, OpenLayers, PostgreSQL and census data.
- Participated in the maintenance of PhyloDiver, an interactive tool for visualizing tumor phylogenies.

Gllue Software

Frontend Engineer, Applicant Tracking System (ATS)

Nov. 2020 - Nov. 2021 | Shanghai, China

- Collaborated with multiple teams to build web applications, WeChat mini-programs, services and libraries.
- Contributed to the drag-and-drop user interface builder framework that powers the ATS customization system.
- Responsible for the frontend integration of a new Single Sign-On system for multiple products.

Étude LLC

Software Engineer, Founding Team

Aug. 2019 - Aug. 2020 | Atlanta, GA, US

- Implemented several features of the desktop PDF reader, including table of contents parsing and text highlighting.

TECHNICAL SKILLS

\$ Languages

TypeScript, JavaScript, C, C++, GLSL, WebAssembly, Rust, SQL, Python, Java, PHP, HTML, SVG, CSS, Sass, LESS, OCaml, Haskell, Common Lisp, MATLAB, Mathematica

\$ Frameworks & Libraries

Angular, React, Node.js, Next.js, NumPy, SciPy, PyTorch

\$ Development Tools

Bash, Git, Vim, Visual Studio Code, LLVM, Make, esbuild, Babel, Rollup, webpack, Vite, Tailwind CSS, Puppeteer, Cypress, Jest, TypeDoc, ESLint, Prettier, GitHub Actions, GitLab CI, Docker, Kubernetes