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

B.S. in Computer Science, Minor in Physics
Dec. 2019 • Atlanta, GA, US

PROJECTS

A GPU-accelerated 2D vector graphics renderer
A stack-oriented esoteric programming language
A basic raster map tile renderer
A canvas-based UI framework
A server-side interactive React renderer
A frontend framework with a module bundler

COURSEWORK

Graphics / Physics

Interactive Computer Graphics
Computational Photography
Scientific Visualization
Numerical Analysis
Classical Differential Geometry
Partial Differential Equations
Ordinary Differential Equations
Parallel Programming
General Relativity
Quantum Mechanics
Computer Simulation

Languages / Communication

Optimizing Compiler Construction
Programming Languages
Natural Language Processing
Information Retrieval
Distributed Algorithms
Distributed Systems
Computer Networking
Relational Databases
Information Security

EXPERIENCE

National Center for Supercomputing Applications

Graduate Research Assistant, Visual Analytics
Aug. 2022 - Present • Urbana, IL, US

- Developed software for scientific researchers, with a focus on biomedical and geospatial data visualization.
- Responsible for the full-stack development and deployment of the BiteMap application for the INHS-MEL.
- Created interactive cartographic visualizations using OpenLayers, GeoJSON and public 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.
- Participated in the maintenance of the drag-and-drop user interface builder that powers the ATS system.
- Responsible for the front-end integration of a new Single Sign-On system for multiple products.

Étude LLC

Software Engineer, Founding Team
Aug. 2019 - Aug. 2020 • Atlanta, GA, US

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

SKILLS

Languages

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

Frameworks / Libraries

React, Angular, Node.js, Electron, Next.js, Redux, MobX, ECharts, NumPy, SciPy, PyTorch, OpenCV, SwiftUI, UIKit

Development Tools

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