

# Wenqi He (何文琦)

## Experience

**National Center for Supercomputing Applications**, Urbana, IL, US

*Graduate Research Assistant, Visual Analytics*

08/2022 - Present

- Developed software for researchers, focusing on biomedical and geospatial data visualization.
- Created interactive cartographic visualizations using OpenLayers and GeoJSON.
- Participated in the maintenance of PhyloDiver, a visualization tool for tumor phylogenies.

**Gllue Software**, Shanghai, China

*Front-end Software Engineer, Applicant Tracking System (ATS)*

11/2020 - 11/2021

- Collaborated with multiple teams to build web applications, WeChat mini-programs and libraries.
- Participated in the maintenance of the user interface builder that powers the customizable ATS.
- Responsible for the front-end integration of a new Single Sign-On system for multiple products.

**Étude LLC**, Atlanta, GA, US

*Software Engineer, Founding Team*

08/2019 - 08/2020

- Developed several features of an NLP-powered PDF reader, including a table of contents parser.

## [github.com/galmungral](https://github.com/galmungral)

*An Interactive 2D Vector Graphics Renderer (TypeScript, WebGL)*

[/polyrender](#)

*An Interactive Raster Map Tile Renderer (TypeScript)*

[/mercator](#)

*A Basic Canvas-based UI Framework (TypeScript)*

[/michelangelo](#)

*A Stack-oriented Esoteric Programming Language (PureScript)*

[/hanbun-lang](#)

*A Virtual DOM-based Framework with a Module Bundler (TypeScript)*

[/replay](#)

*An Interactive Server-side React Renderer (TypeScript)*

[/react-teletype](#)

## Education

**University of Illinois Urbana-Champaign**, Urbana-Champaign, IL, US

08/2022 - 12/2023

*Master of Computer Science*

GPA: 4.0/4.0

- Compiler Construction (LLVM), Programming Languages and Compilers (OCaml)
- Interactive Computer Graphics (WebGL), Scientific Visualization, Computational Photography
- Distributed Systems/Algorithms, Information Retrieval, Natural Language Processing

**Georgia Institute of Technology**, Atlanta, GA, US

08/2015 - 12/2019

*Bachelor of Science in Computer Science, Minor in Physics*

GPA: 3.97/4.0

- Differential Geometry, Differential Equations, Numerical Analysis, Computer Simulation