# Wenqi He(何文琦)

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Give me a framebuffer, and I shall make any UI imaginable.

<ul> <li>A GPU-accelerated Vector Graphics Renderer (TypeScript, WebGL)</li> </ul>	/polyrender
A Raster Map Tile Renderer (TypeScript)	/mercator
<ul> <li>A Stack-oriented Esoteric Programming Language (PureScript)</li> </ul>	/hanbun-lang
<ul> <li>A Basic Canvas-based UI Framework (TypeScript)</li> </ul>	/michelangelo
<ul> <li>A Virtual DOM-based Framework and a Module Bundler (TypeScript)</li> </ul>	/replay
<ul> <li>A Server-side Interactive React Renderer (TypeScript)</li> </ul>	/react-teletype

## **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.

### Education

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

Master of Computer Science

08/2022 - 12/2023

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

Bachelor of Science in Computer Science, Minor in Physics

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

08/2015 - 12/2019

GPA: 3.97/4.0