

# Wenqi He

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## EDUCATION

### University of Illinois Urbana-Champaign

*Master of Computer Science*  
Dec. 2023 | 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 2D Vector Graphics Renderer  
Simple Software Rasterizer and Raytracer  
Simple Vector and Raster Map Tile Renderer  
Canvas-based User Interface Framework  
Stack-oriented Esoteric Programming Language  
Frontend Framework and Module Bundler  
Server-side Interactive React Renderer

## RELEVANT COURSEWORK

### *Graphics & Scientific Computing*

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

### *Language & 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 web applications for diverse research projects, with a focus on visualizing geospatial and biomedical data.
- Created geographic visualizations for various datasets using MapLibre GL JS, OpenLayers, GeoJSON, and PostGIS.
- Contributed to the maintenance of PhyloDiver, a web-based 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 develop web applications, WeChat mini-programs, services, and libraries.
- Contributed to the drag-and-drop user interface builder framework that powers the ATS customization system.
- Led the frontend implementation and integration of a new Single Sign-On system across multiple product lines.

### 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