

# Wenqi He

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github.com/galmungral

## EXPERIENCE

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**National Center for Supercomputing Applications (NCSA), Urbana, IL, US**

*Software Engineer, Graduate Research Assistant @ Visual Analytics Group*

2022/08 – Present

- Participated in the maintenance and front-end development PhyloDiver. (Angular, Cypress, GitHub Actions)
- Responsible for back-end development and deployment of BiteMap. (Next.js, PostgreSQL, Docker, OpenStack)

**Gllue Software, Shanghai, China**

*Front-end Software Engineer*

2020/11 – 2022/03

- Participated in the maintenance of a UI builder system for an ATS application. (TypeScript, RxJS, Rollup, Lerna)
- Built multiple desktop web apps and WeChat mini-programs. (React, Taro, Redux-Saga, ECharts, Vite, Jest, Husky)
- Developed libraries including a form engine, a canvas-based UI framework and a secure stream player. (npm)
- (ESLint, TypeDoc, Puppeteer, GitLab CI, Docker, Kubernetes, Confluence, ArgoCD)

**Étude LLC, Atlanta, GA, US**

*Software Engineer*

2019/09 – 2020/03

- Participated in the development of an NLP-powered PDF reader application. (Electron, webpack)
- Implemented text-related features such as table-of-contents parsing, fuzzy searching and text highlighting.

## EDUCATION

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

*Master of Computer Science*

2022/08 - Present

GPA: 4.00

Natural Language Processing, Information Retrieval, Advanced Compiler Construction (LLVM), Programming Languages  
Interactive Computer Graphics (OpenGL/WebGL), Computational Photography

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

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

2015/08 - 2019/12

GPA: 3.97 (major: 4.00, minor: 3.80)

Computer Organization & Programming, Computer Systems & Networks, Database Systems (SQL), Information Security  
Data Structures and Algorithms, Design and Analysis of Algorithms, Numerical Analysis (MATLAB), Computer Simulation

## PERSONAL PROJECTS

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/michelangelo: (TypeScript) a simple canvas-based UI framework	2022/05
/replay: (TypeScript) a front-end framework and a bundler	2020/05
/react-teletype: (TypeScript) interactive server-side React renderer	2021/05
/telescope: (C/Python) libuv-based split SOCKS proxy	2021/04
/sketchpad: (TypeScript) a toy language for a hypothetical architecture	2022/04
/hanbun-lang: (PureScript) a Classical-Chinese-inspired programming language	2021/05
/particle-simulation: (Rust/WebAssembly, WebGL) a simple 3D collision simulation	2022/11
/rasterizer: (C++/WebAssembly/Emscripten) a simple software renderer	2022/09