

Wenqi He (何文琦)

github.com/galmungral

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

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

08/2015 - 12/2019

GPA: 3.97/4.0

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