Wenqi He

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github.com/galmungral

EXPERIENCE

National Center for Supercomputing Applications (NCSA), Urbana, IL, US
Software Engineer, Graduate Research Assistant @ Visual Analytics Group — 2022/08 – Present

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

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

University of Illinois Urbana-Champaign, Urbana–Champaign, IL, US — 2022/08 - Present
Master of Computer Science — 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 — 2015/08 - 2019/12
Bachelor of Science in Computer Science, Minor in Physics — 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

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