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 the full-stack development and deployment of BiteMap.   Next.js, PostgreSQL, Docker, OpenStack
- Participated in the front-end maintenance and development of 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 for an ATS application.   TypeScript, RxJS, Rollup, Lerna, Husky
- Responsible for multiple web applications and WeChat mini-programs.   React, Taro, ECharts, Redux, SWR, Vite
- Developed and published a form engine, a canvas-based UI framework and a secure stream player. GitLab CI, npm
-       Vue, TroopJS, webpack, Parcel, Jest, ESLint, TypeDoc, Puppeteer, Docker, Kubernetes, ArgoCD, Confluence

Étude LLC, Atlanta, GA, US
Software Engineer — 2019/09 – 2020/03

- Participated in the early development of an NLP-powered PDF reader application.   Electron, webpack (runtime)
- 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

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

Scheme, Common Lisp, OCaml, Haskell, Java, Python, MATLAB, NumPy, SciPy, OpenCV
HTML, SVG, D3.js, jQuery, PHP, Node.js, Express, Socket.IO, WebRTC, MySQL, MongoDB
CSS, Sass, LESS, Tailwind CSS, styled-components, Linaria, Bootstrap, Ant Design, PrimeNG, MUI