Wen Qiu

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EDUCATION

University of Washington- Seattle   *Sep 2017- Present*

- B.S. in Computer Science and Engineering, GPA 3.98/4.0, Dean's List
- Combined B.S./M.S. Program Candidate, expected graduation time Spring 2023
- Coursework: Data & Web Programming, Data Structures & Algorithms, Distributed Systems, HCI, ML

SKILLS

- Technical: Java, C#, Swift, Git, Unity, Python (Pandas, Seaborn, Matplotlib, Scikit-Learn), Google Colab, HTML, CSS, TypeScript, JavaScript, SQL, React, Arduino, REST API, BigQuery, C++, Cosmos DB
- Design: Sketch, Adobe XD, Figma, Adobe Photoshop CC
- Language: Mandarin (native), Cantonese (native), English (fluent)

INTERNSHIPS

Software Engineering Intern / Microsoft / Remote   *March 2021- June 2021*

- Collaborated with designers to revamp the client experience for the School Connection web app enabling meaningful guardian engagement in student learning. Used React, TypeScript, and the Northstar library components, laid groundwork for building a more accessible interface with research and share relevant documentation with the team
- Implemented a test build for user testing on UserTesting.com, collected and analyzed feedback from 15 real users
- Led the API contract negotiation with a peer team based in Israel and built a functional data pipeline via the .NET platform to deliver an end-to-end experience for the scenario of interest

Software Engineering Intern / Microsoft / Remote   *June 2021- Sep 2021*

- Designed and implemented a REST API interfacing with Cosmos DB, storing AI inference data generated from videos
- Developed an extension for a player widget built with FAST components and showcased end-to-end demo utilizing the Azure Video Analyzer service

Software Engineering Intern / Cloudflare / Remote   *Jun 2020- Sep 2020*

- Researched and scoped a client-side security solution targeting at 3rd party JavaScript supply-chain attacks
- Performed static JS script analysis using Esprima library and trained ML models to detect obfuscation and malicious JS
- Implemented interactive data visualizations for the Browser Insights dashboard using React and TypeScript

UX Engineering Intern / Microsoft / Redmond, WA   *Jun 2019- Sep 2019*

- Designed and engineered an app demo leveraging iOS shared component library for Microsoft mobile prototypes
- Outlined usability testing plan and improved design with findings from 6 in-person interviews with potential users
- Automated bulk icon import and configuration in Xcode with Python and reduced the import time to under 5 minutes

ACTIVITIES

Undergraduate Research Assistant / Make4All Lab   *Sep 2020- June 2020*

- Develop a Python add-on for the open-source screen reader NVDA that implements SPRITEs, a set of interaction techniques for providing vision-impaired users structural and spatial information when browsing the web

Head Teaching Assistant / CSE 163 Intermediate Data Programming   *Jan 2020- Aug 2020*

- Led one section every week teaching data science libraries including Pandas, Seaborn, Scikit-learn, and Matplotlib
- As the head TA, authored the grading guide and style guide for the course, managed grading schedules and performed quality and consistency checks on grading feedbacks for a team of more than 10 TAs
- Created a course website template with better usability and accessibility, used by 4 different CS courses