Weiqi Ji

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Software / Embedded Engineer

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EDUCATION

Boston University | Boston, MA — Aug 2018 – May *2022*

- Bachelor of Arts in Computer Science | College of Arts and Sciences
- Minor in Entrepreneurship and Innovation | Questrom School of Business
- 3.29 cumulative GPA & scholarship recipient

EXPERIENCE

GrowthLab Financial as a Service – No-Code Developer | Remote — *Oct 2023 – Nov 2023*

- I became familiar with no-code automation platforms including Zapier Make and Prismatic and deployed two simple automations which had to do with CRM.

CIDAR Lab – Software Engineer II | Boston, MA — *Jan 2023 – Aug 2023*

- Re-vamped the CELLO genetic circuit design automation software at CIDAR lab which synthesizes logic circuits using genetic combinations and is a pivotal tool in synthetic biology, transitioning source code from Java to Python.
- Designed, implemented, & tested logic-synthesis algorithm and full-stack software in Python with Dash UI.

Spark! Boston University – Project Manager | Boston, MA — *Jan 2022 – May 2022*

- Led student teams to work with local governmental agencies in the analysis and reporting of various data sources to be presented as plot visualizations along with written reports as project manager for the data science class.

Hubbell iDevices – Embedded Software Engineer Intern | Avon, CT — *May 2019 – Aug 2019*

- Worked with ESP32 microcontrollers to create a proof-of-concept IoT system for ESP32 embedded development.
- Utilized the onboard Wi-Fi module to connect with AWS FreeRTOS and displayed synched information on TFT displays on different boards, provided a testing codebase for company's ESP32 prototyping process.

PROJECTS

SpotMicro Quadruped Robot — *2022*

- Contributed to the SpotMicroAI open-source Project by creating a ready-to-deploy codebase for the SpotMicro quadruped using the Raspberry Pi microcontroller and PCA9685 servo BUS configuration.
- Met and dealt with rapid prototyping challenges in robotics such as: 3D Printing, Integrated Circuits, Power Supply, Sensors / Peripherals, OpenCV real-time object detection, Inverse Kinematics & Reinforcement Learning

XR Terra AR/VR Developer Program — *2020*

- Collaborated in a team to build an AR application in Android which lets users place augmented virtual notes on real-life objects using Microsoft Azure's spatial anchor API.
- Collaborated also to create a VR simulator for training crane operators and helped to program mechanics in C# and detail the environment of the interactive experience made in Unity.

HackNYU — *2019*

- Competed with two others in a hackathon to design and develop a React web-application named DownToDine to help users get restaurant recommendations based on specific budget constraints.
- Helped with front-end development and pricing API implementation & won 2nd place on financial track.

SKILLS (ordered by experience)

Area	Front End	Back End	Prototyping/Dev	Embedded
Base Knowledge	Plotly Dash, Flutter, Bootstrap, Android Studio, SwiftUI, React	RESTful API, Developer APIs and SDKs, Redis, Firebase, AWS, Google Cloud Functions	Jupyter Notebook, Google Colab	Raspberry Pi, Arduino, ESP32, FreeRTOS, I2C, SPI, UART, I2S, LoRa, MQTT
Language Utilization	Python, Dart, JS, HTML, CSS, Java, Kotlin, Swift	Python, JS/TypeScript	Python	Python (CPython, MicroPython), C++/C
General Interests	Shell Automation & Scripting, Vim, 3D Printing, GIT, UX Design, UML, Diagramming, Testing & Validation, Algorithm Implementation, Software Lifecycle, Collaboration, Design-Thinking, Automation, Ideation			