Weiqi Ji

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github.com/ginomcfino   "If you want an honest worker with   jiweiqi717@gmail.com
linkedin.com/in/ginomcfino   brilliant ideas, that's me!"   29 Litchfield St, Boston MA 02135

EDUCATION

Boston University | Boston, MA   Sept 2018 - May 2022
- Bachelor of Arts in Computer Science | College of Arts and Sciences
- Minor in Entrepreneurship and Innovation | Questrom School of Business
- 3.40 Cumulative GPA w/ Richard D. Cohen Scholarship & Dean's List

WORK HISTORY

Spark! Boston University | Boston, MA | Project Manager   Jan 2022 – May 2022
- Coordinated with student teams and clients to conduct an Agile process in data science projects.
- Partnered with Massachusetts Area and Planning Council to aggregata weather station data.
- Partnered with the Boston Planning & Development Agency to chart models on the Brazilian population in America.

iDevices* | Avon, CT | Embedded Software Engineer Intern   May 2019 – August 2019
(*Subsidiary of **Hubbell Incorporated**)
- Integrated a system of IoT devices using ESP32 Wrover development boards to help the iDevices company transition into a new embedded architecture for their upcoming technologies such as the Instinct.
- Delivered a testing code base in C/C++ with documentation on key features such as the built-in hardware components, AWS IoT, FreeRTOS, and Make.

PROJECTS

Text to 3D Render Neural Network   May 2022 - Current
- Research & developing a deep neural network which given a prompt can generate 3D objects which can then be imported to renders. It trains a network of images on a Denoising Diffusion Restoration Model which is fine-tuned to generate 3D shapes and are back-propagated through a Generative Adversarial Model.

Sparky Quadruped Pet Robot   Sept 2021 – Current
- Working on an open-source quadruped pet robot named Sparky, and implementing autonomous control policies with the ability to adapt to environments given GYM reinforcement training.
- Implemented embedded microcontrollers, sensors, motion kinematics code in Python with Raspberry Pi.

XR Terra AR/VR Developer Program   June 2020 - Aug 2020
- Collaborated with PTC on the goal to create an innovative way to use augmented reality in commercial settings and delivered an AR notebook application which allows users to place virtual notes on real-life objects with memory and tracking using Microsoft Azure's spatial anchors.
- Partnered with Packet39 on the task to create a training simulator for crane drivers in virtual reality and successfully delivered an interactive experience with realistic crane mechanics and an immersive environment using the Unity engine and Oculus hardware.

HackNYU   Feb 2019
- Competed in a team of three to develop a web-application called DownToDine which allowed users to find restaurants based on a specific budget constraint while integrating APIs from Zomato and Google using Flask and won 2nd place on the financial track.

SKILLS

- *Programming Languages:* Assembly, Bash, C/#/++/SS, Dart, Git, X/HTML, Java, JavaScript, LaTeX, MATLAB, OCaml, Python, React, SQL, Swift
- *Technical Tools:* 3D-Printing, Arduino, AWS, Blender, ESP32, Flutter, Google Firebase, Lightroom, Open AI Codex, ROS, Raspberry Pi, Unity, Linux