

WENQING LUO

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EDUCATION

University of Illinois at Urbana–Champaign, Illinois 2017 – Present
B.S. in Computer Engineering, expected June 2021 3.96/4.0
Zhejiang University, Hangzhou, China 2017 – Present
B.E. in Electrical & Computer Engineering, expected June 2021 3.87/4.0

EXPERIENCE

Bytedance Inc. Shanghai, China February. 2021 – Present
Kernel, DPDK, Service Mesh Intern at Infrastructure - Virtualization Team

- Optimize service mesh performance in the cloud network through kernel bypass strategy and user-level TCP stack.
- Implement zerocopy for the TCP offload engine (TOE) to reduce the latency and also improve CPU utilization rate.
- Build a glue socket kernel module to allow user use socket API (but under a different protocol family) to access the TCP offload engine (TOE) without modifying their current code.

Alibaba Group. Hangzhou, China June. 2020 – December. 2020
C++, LLVM, Tensorflow, Machine Learning System Intern at Search and Recommendation Business Unit

- Built and optimized a large-scale distributed machine learning system in support of Alibaba's ecommerce websites, including Taobao (more than 300 million DAU), TMall, AliExpress, etc., with over 100K QPS.
- Build up an automated JIT compilation system for the online rank service, which uses Clang/LLVM based toolchain to rewrite dynamic part of the origin code and generate equivalent high performance static representation, and finally boosted more than 10% performance of entire real-time ML inference engine.

Bytedance Inc. Beijing, China April. 2020 – June. 2020
Golang, Thrift, Protobuf Intern at Lark Core Services Team

Building the core backend service for a collaboration suite. Refactor the user profile model and device control module. Improve overall performance by resolving SQL slow queries case by case.

Tencent Inc. Shenzhen, China June. 2019 – August. 2019
Golang, Kubernetes, Python, Protobuf Intern at Cloud & Smart Industries Business Group (CSIG)

- Implement a distributed performance testing tool for an inner RPC framework by providing a JavaScript Runtime(ES6+) and realtime serialization, which popularized as an internal open-source project in Tencent.
- Build several medical diagnosis services with Golang as a built-in module for the social app WeChat covering more than 30 million target users, which take requests into batches and schedule& distribute them to machine learning engines by message queue.
- Build up a unified log collecting platform by logstash, Elasticsearch and Kibana, implement a Golang SDK.
- Adapt Protobuf+RPC pattern into message queue, and orchestrate auto-scalable ML engines on Kubernetes.

YiWise Inc. Hangzhou, China June. 2018 – September. 2018
Vue, WebSocket, Electron.js, Typescript Software Developer of Summer Intern

Building an AI call platform application with Vue.js and Typescript, as well as a multi-thread audio downloader with electron.js.

- Implement the authentication and permission part of the platform.
- Implement real-time call service by using WebSocket and WebRTC.
- Build up CI/CD pipeline for the front-end application by Docker and Gitlab.

WeirdOS

October. 2019 – December. 2019

Pure C, Assemble(x86), Qemu Course Project [Link]

WeirdOS is a Linux like operating system under x86-32 instruction set, which is derived from final project of ECE391@UIUC. The project won 2nd place in ECE391 final competition sponsored by Microsoft. The following features were implemented in the OS,

- Course required features: memory paging, read-only filesystem, context switch, Round-robin scheduler, interrupt handlers, system calls.
- Extra features: dynamic memory allocator, GUI and **layer1-5 network stack** (from NIC driver to HTTP).
- A Internet browser by combining GUI and network stack.

Open-Source Contribution for VSCode and FireFox

August. 2018 – June. 2019

TypeScript, Electron.js, React.js Fixed several bugs as well as adding features

Later 2018, I participated development of the open-source project – VSCode, help the team fix several bugs related to git module and search widget. This experience brought me a strong interest in contributing for open-source project. In 2019, I joined the Mozilla Developer community, making contribution for FireFox DevTools, which is challenging and also interesting.

Recruit Open Platform

May. 2018 – September. 2019

Golang, Vue, NodeJS, Docker Swarm, gRPC, Prometheus Major Developer

The project is aimed at providing a platform for student associations to manage their recruitment which supports form edit, interview and association management.

- Divide the large system into several micro-services by using gRPC and Traefik(service discovery + load balancing).
- Implement server side rendering for the form submit page (running Vue.js on server side).
- Manage the deployment on clusters by Docker Swarm, supporting realtime monitor and alert with Prometheus, Grafana.

TEACHING EXPERIENCE

Teaching Assistant of ECE220 - Computer Systems & Programming

August. 2020 – Present

C, LC3, Golang, Webassembly Instructor: Prof. Steve Lumetta

- Hold regular discussion sessions and office hour.
- Implement an autograder which supports symbolic execution of students' machine problems and give them real-time feedback.
- Compile C version of LC3 simulation tool into JavaScript through Webassembly, build a corresponding web interface for LC3 simulator which can be run in browser.

HONORS AND AWARDS

- Zhejiang University, 3rd Prize Scholarship, 2019-20
- ZJU-UIUC Institute, 3rd Prize Scholarship, 2018-19, 2019-20
- ZJU-UIUC Institute, Dean's List, 2018-19, 2019-20
- Interdisciplinary Contest in Modeling 2020, Finalist Award (Top 1% among 13,749 teams)

SKILLS

- Programming Languages: Golang = C/C++ > TypeScript = JavaScript = Python
- Platform: MacOS, *nix
- Development: Web Application(Full Stack) (React, Vue, Electron.js, Node.js, Golang), Cloud & Micro Service(RPC, Docker Swarm, Kubernetes), Database(MySQL, MongoDB, ElasticSearch), Middleware(Redis, Nats), Unix Network Programming
- Relative Courses: Algorithm and Data Structure, Operating System, Computer Security, Computer Network, Computer Organization and Design