

WENQING LUO

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🎓 EDUCATION

University of Illinois at Urbana–Champaign (UIUC), Illinois, U.S. 2017 – Present
B.E. in Computer Engineering, expected May 2021

👥 EXPERIENCE

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 became an inner opensource project in Tencent.
- Build several RPC services with Golang 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 and Typescript, as well as a multi-thread record audio downloader with electron.js.

- Implement the authentication and permission part of the platform.
- Lead the restructure for original codebase with TypeScript.
- Implement real-time call service by using WebSocket and WebRTC.
- Build up CI/CD pipeline for the front-end application by using docker.

WeirdOS October. 2019 – December. 2019
Pure C, Assemble(x86), Qemu Course Project

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, DOM based GUI and layer1-5 network stack.
- A plain Internet browser by combining GUI and network stack.

Open Source Contribution for VSCode and FireFox August. 2018 – Present
TypeScript, Electron.js, React Fixed several bugs as well as adding features

Brief introduction: 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 – Present
Golang, Vue, NodeJS, Docker Swarm, gRPC, Prometheus Major Developer

The project is aimed at providing a platform for associations to manage their annual 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.

⚙️ SKILLS

- Programming Languages: GoLang = TypeScript = JavaScript > C/C++ > 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