Qingqi Wu

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EDUCATION

Columbia University New York, NY
Master of Art, Design and Development of Digital Games - (GPA: 3.96) *May 2022*
University of Wisconsin - Madison Madison, WI
Bachelor of Business Administration, Minor in Computer Sciences - (GPA: 3.86) *May 2020*

EXPERIENCE

STEALTH1000 March 2023 – Present
Intern *Irvine, CA*
- Conducted market research and analysis, including competitor analysis, to support the product owner, Stealth1000, and help with marketing strategies and decision making for their portfolio of 300 companies. The ultimate goal was to assist in building a portfolio of 1000 companies.
- Designed and built an interactive game prototype, 'Football and Tire,' on the Unity platform, utilizing feedback from team members and stakeholders to achieve an engaging and immersive gameplay experience.
- Developed and integrated an efficient PostgreSQL database system for a gaming application, facilitating seamless storage and display of player statistics, rankings, and scores. Utilized SQL to create optimized queries for retrieving and updating data.

Springs Mutual Fund July 2021 – August 2021
Summer Intern *Beijing, China*
- Applied advanced analytical techniques to analyze a mutual fund's financial data using Python, resulting in identification of profitable investment opportunities.
- Collaborated with investment teams to understand their needs and designed custom Python scripts to process, analyze, and present complex financial data.
- Optimized data visualization and reporting capabilities by leveraging advanced Python libraries and frameworks, such as Pandas and Matplotlib.

China Development Bank June 2019 – August 2019
Credit Analyst Intern *Beijing, China*
- Conducted comprehensive credit reviews and analysis of financial statements to assess the financial stability of loan applicants, resulting in a demonstrated ability to analyze and interpret financial data accurately.
- Collaborated with team members to provide recommendations on loan approvals, utilizing effective communication and teamwork skills to ensure timely and accurate decision-making.

PROJECTS

Game Info DB | *PostgreSQL, Python*
- Built a scalable and efficient game information database on a Google Cloud virtual machine with a Ubuntu system using PostgreSQL as the primary database and a Python server to process queries and manage data.
- Designed and developed a user-friendly front-end webpage using HTML, CSS, and JavaScript to efficiently input and retrieve data from the database.
- Leveraged Python's psycopg2 library to develop efficient data interaction pipelines with PostgreSQL, optimizing database performance and ensuring data accuracy.

BooKeeper | *Java, JavaFX*
- Designed and developed a robust and user-friendly accounting software using JavaFx and third-party libraries, like Apache POI.
- The software is capable of processing complex journal entries, including multiple accounts and transactions, and directly exports and consolidates them into a balance sheet in Excel, streamlining the accounting process.

TECHNICAL SKILLS

Languages: Java, JavaScript, Python, C#, SQL, R
Frameworks: Spring, Node.js, React Native, RESTful API, jQuery, Vue, React
Dev-ops:Docker, Jenkins, Maven, Terraform
Database: PostgreSQL, MySQL, OracleDB, Cassandra, DynamoDB
Others: Git, Unix, Linux