

# Wanqi Zhu

[wanqizhu@stanford.edu](mailto:wanqizhu@stanford.edu) • 773-666-3674 • [www.wanqizhu.com](http://www.wanqizhu.com) • LinkedIn: /in/wanqizhu

---

## EDUCATION

**Stanford University**, Computer Science, 2017 – 2021

- CS Theory Track: Proof-based Discrete Math & Linear Algebra, Computer Systems, Quantum Information, CS + Social Good, Deep Learning, Data Structures, Analysis, Complexity Theory, Honors Game Theory, Market Design, Machine Learning, Randomized Algorithms

**University of Chicago**, Masters Program in Computer Science (MPCS), 2014 – 2017

- 6 graduate and 5 undergraduate classes taken **while in high school**
  - Highest grade in Masters Algorithms at age 14; invited as a grader for graduate students
- 

## WORK EXPERIENCE

**Quantitative Research Intern at Jane Street**. Mathematical modeling and analysis of trading data; investigating open-questions of optimizing trading strategy performance. Summer 2019.

**Software Engineering Intern at Improbable**, SoftBank-backed London startup with \$500M+ funding. Part of the UnrealGDK team: enabling multi-server game deployment in native Unreal for massive scale simulated worlds. Summer 2018

**Machine Learning Intern at Aura Health**, personalized recommendation system, Feb-Jun 2018

**Cofounder and CTO of WillowFlare**, web platform connecting game developers to overseas players for new market testing and analytics. [www.willowflare.com](http://www.willowflare.com). 2015 - 2017

**Paid Research Internship at University of Chicago Computation Institute**, Summer 16'

- Working with 10G data
- Using machine learning for topic labeling and author disambiguation

**TA/Grader for Masters Program in Computer Science at University of Chicago**, 2015-present

- Algorithms (5 quarters)
  - Discrete Math (4 quarters)
- 

**Algorithmic Game Theory research**, Approximate Competitive Equilibrium with Equal Incomes.

**Organizer for Treehacks**, Stanford's annual international hackathon with 800+ attendees.  
Founder of the first Stanford CTF, a cybersecurity competition. 2017-18.

---

## ACHIEVEMENTS

Won \$10,000 as finalist in **UChicago Booth's New Venture Challenge '16**, the top rated University accelerator in the country, with **WillowFlare**.

Won \$15,000 as 3<sup>rd</sup> place in **JDD Global Data Challenge** with ML model and business model pitch.

Won 4<sup>th</sup> place at **Facebook Global Hackathon**, livestreamed from Facebook's headquarters.

Won **Facebook's Favorite Hack** at **HackIllinois '17** with a BitCoin trading toolkit, CoinTK.

Three times qualifier, **USA Mathematics Olympiad** (USAMO), '15, '16, '17

**Phoenix Award '17**, voted by peers & teachers as the most positive and helpful spirit in the grade.

---

### Technical skills include:

- Programming: Python, C++, C, Ruby on Rails, Haskell, OCaml
- Algorithms
- Machine Learning
- Algorithmic Game Theory
- Mathematical Modeling
- Teaching CS
- Blockchain