

Wanqi Zhu

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EDUCATION

Stanford University, Undergraduate, 2017 - Present

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

MPCS classes taken while in high school: *Algorithms, Advanced Algorithms, Advanced Programming, Machine Learning, Computer Architecture, Intro to Software Engineering*

- Profound understanding of abstract data structures, dynamic programming, graph algorithms, maximum flow, computational geometry, & linear programming.
- Parallel programming & multi-thread optimization in C
- Implemented Machine Learning models such as SVM, Random Forest, Naïve Bayes
- Highest grade in Algorithms, taken at age 14; later invited as a grader

Other classes at University of Chicago: *Mathematical Logic I, Mathematical Logic II, Intro to Microeconomics, Social Psychology, Intro to Memory and Learning, Building a New Venture.*

University of Chicago Laboratory Schools, 2011 - 2017

WORK EXPERIENCE

Cofounder and CTO of **WillowFlare**, a startup that enable game developers to bring their games to new markets through feedback and analytics from local players, 2015 - Present

- Entire web-app built in Ruby on Rails
- Lead role in business planning & strategic vision
- Won Finalist in UChicago Booth's New Venture Challenge, 2016

Paid 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**, 2015-17

- Algorithms
 - Discrete Math
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OTHER EXPERIENCES

President at Canadian Secondary Schools Mathematics Association, 2015 - 2016

Co-author in BMC Bioinformatics publication, *Systematic computation [...] acute myeloid leukemia*, February 24, 2015

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 a trip to **Facebook Global Hackathon** at **HackIllinois '17** with a BitCoin trading toolkit
Three times qualifier, **USA Mathematics Olympiad** (USAMO), 15', 16', 17'

Technical skills include:

- Programming: C, Python, Ruby on Rails, HTML, CSS, Javascript, PHP
- Algorithms
- Machine Learning
- Game Design
- Mathematical Modeling
- Data Analytics
- Software Development