

Yuqing Wen

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EDUCATION

Carnegie Mellon University

Master of Science in Information Technology - Mobility; GPA: 3.86/4.0

Pittsburgh, PA

Aug. 2019 - May 2021

Sun Yat-sen University

Bachelor of Engineering - Network Engineering; GPA: 3.8/4.0

Guangzhou, China

Aug. 2015 - June 2019

EXPERIENCE

Coursera, Inc.

Software Engineer Intern

Mountain View, CA

May 2020 - Aug 2020

- Implemented new features using React.js and TypeScript for the content authoring platform, which is heavily used by instructors authoring thousands of courses consisting of different item types on Coursera
- Fixed issues and improved the content viewing/editing experience on Coursera Markup Language rich text editor, such as improving the block rendering method, updating the user flow of file uploading, adding support to new tags
- Wrote unit tests with Jest and end-to-end tests with Puppeteer, improved code coverage of relevant bundles by 1%

Gexi Information Technology Co., Ltd

Software Engineer Intern

Shenzhen, China

May 2019 - June 2019

- Developed new features for the Web Operations Management System with React.js and Redux, such as customized sorting, batch uploading, etc., improved working efficiency for Operations Department a lot
- Collaborated with mobile team and implemented hybrid HTML5 web pages using WebView and JSBridge
- Refactored the codebase by constructing reusable and interactive React components, improved code maintainability and front-end usability

SmartLLV Lab, Sun Yat-sen University

Undergraduate Research Assistant

Guangzhou, China

Apr. 2018 - Apr. 2019

- Conducted research in Computer Vision, focused on Generative Adversarial Networks in image-to-image translation
- Proposed a model which improved Frechet Inception Distance by 5.1%, implemented it with PyTorch, built a REST API and deployed it as a web service using Flask

PROJECTS

Distributed File Caching System

Feb. 2020 - Mar. 2020

- Implemented a distributed file caching system which enables remote clients to read, modify, and delete files from the server through a cache proxy via RPC calls using Java RMI
- Designed a caching protocol based on check-on-use strategy and LRU policy for correctness and performance
- Used Java multithreading and concurrency management techniques to handle multiple concurrent clients

Pokemon Master Web Application

Oct. 2019 - Dec. 2019

- Developed a web application for Pokemon lovers to trade Pokemons and battle with others using Django in Python
- Built the front-end with Bootstrap and implemented several HTML5 games using Phaser3 in JavaScript
- Wrote unit tests using Django Test framework and integration tests using Selenium, deployed the application with CI/CD via Git and Azure pipelines to Microsoft Azure cloud platform

Jigsaw Puzzle Game Application in Android

June 2018 - July 2018

- Led a team of five and applied agile development principles to develop the application with Android Studio in Java
- Designed the application prototype using MockingBot and implemented game logic and user interactions, including irregular image splitting, input event handling, user rankings, game status checking and restoring, animations, etc.

SKILLS

- **Programming Languages:** Java, JavaScript/TypeScript, Python, C++, C
- **Frameworks & Platforms:** React.js, Redux, Flux, JQuery, Django, Flask, Node.js, Express, Azure, AWS, Linux
- **Databases & Data Processing:** SQL, PostgreSQL, MongoDB, Hadoop, NumPy, Pandas, Matplotlib, Sklearn, PyTorch