

Yuqing Wen

yuqingw@andrew.cmu.edu | (412) 209-5185 | <https://www.linkedin.com/in/yuqingwen/>

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
- Implemented the logic and handled input events for the puzzle game, including splitting pictures into irregular pieces, rotating and dragging the pieces, checking success, user rankings, game status restoring, animations, etc.

SKILLS

- **Programming Languages:** Java, JavaScript/TypeScript, Python, C, C++
- **Web Frameworks & Tools:** React.js, Fluxible, Redux, JQuery, GraphQL, Django, Flask, Node.js, Express
- **Databases & Data Processing:** SQL, MySQL, PostgreSQL, SQLite, MongoDB, Hadoop, NumPy, Pandas, PyTorch