## Yuanqi Wang

3131 Walnut Street, Philadelphia, Pennsylvania 19104

Education

University of Pennsylvania

Sep 2021 - May 2024

Master of Science in Engineering in Computer and Information Science GPA: 3.76/4.0

Philadelphia, PA

Shanghai Jiao Tong University

Sep 2015 – Jun 2019

Bachelor of Science in Biotechnology GPA: 3.9/4.3 Rank: 1/16

Shanghai, CN

**Technical Skills** 

Languages: C/C++, Python, Java, TypeScript, JavaScript, HTML/CSS, SQL

Technologies/Frameworks: Node.js, React, Svelte, Tailwind CSS, WebGPU, MySQL, MongoDB, Redis, Jest, Cypress,

Docker, AWS Lambda/S3 Bucket/SQS/RDS, Serverless, PyTorch, Pandas, Unix, Git

Experience

Portable EMR Solutions Inc.

May 2023 - Aug 2023

Software Engineer Intern - Full Stack - JavaScript, Angular, React Native

East Brunswick, NJ

- Integrated OAuth 2.0 in Angular to enable seamless authentication and synchronization with 500+ health providers.
- Leveraged AWS Lambda and Serverless Framework for reliable FHIR data parsing and CRUD operations.
- Improved React Native iOS app's accessibility and visuals for 508 Compliance, with deployment on the App Store.

HPC-AI Technology Inc.

May 2022 – Aug 2022

 $Software\ Engineer\ Intern$  - Python

Singapore, SG

- Created a parallel framework to construct AlphaFold 2 inference workflows, based on AI scaling framework Ray.
- Sped up the inference of AlphaFold 2 by 200% by parallelizing sequence processing operations with Ray Workflow.

High Performance Computing Center, SJTU

Sep 2019 - Jun 2020

 $Research \ Assistant - C/C++$ 

Shanghai, CN

- Assisted creating Centauri, a distributed graph-based Approximate Nearest Neighbor Search (ANNS) System.
- Achieved memory compression rate of 70% using Compressed Sparse Row format and k-bit integer coding.

Projects

Group-based Social Network Web App | JavaScript, React, Node.js, Express, MongoDB, Heroku

Nov 2021

- Created Ginger, a group-based social network application using the **MERN** web development technology stack.
- Built backend using Express and MongoDB, exposing REST APIs for object creation, modification, and deletion.
- Deployed WebSockets for push notifications and infinite scroll, enabling live post feeds on client side.

Steam Reviews Analytics Web App | TypeScript, Svelte, Tailwind CSS, MySQL, MongoDB, Redis, Docker | Mar 2024

- Developed a smooth frontend using **Svelte**, featuring advanced review search with interactive analytics via **D3**.
- Built REST APIs with Express, MySQL, and MongoDB for efficient storage and retrieval of over 100M reviews.
- Optimized SQL queries by 14x using composite indexes and utilized Redis for fast repeated request handling.

Anime4K-WebGPU: Real-Time Video Upscaling | TypeScript, WebGPU

Mar 2024

- Developed cross-platform CNN/GAN-based video upscaling pipelines using WGSL compute shaders.
- Enabled cross-platform, client-side upscaling with hardware acceleration, leveraging the capabilities of web browsers.
- Released a comprehensive **NPM package** with APIs for integration into existing video and image rendering workflows.

Cloud-based Email and Storage Platform | C++, POSIX

Nov 2022

- Built *PennCloud*, a **cloud-based**, **distributed system** for email service, storage service, and user management.
- Composed HTTP servers with dynamic load-balancing, request routing, and cookie compatibility enabled.
- Constructed key-value storage service, featuring replica recovery and sequential data consistency.

Distributed Data Analytics and Search Engine Framework | Java, AWS EC2

May 2023

- Created a distributed hash table and HTTP server in Java, enabling CRUD operations for distributed data storage.
- Implemented a scalable analytics engine inspired by **Apache Spark**, offering **MapReduce** functionality at scale.
- Designed a mini search engine utilizing an advanced web crawler, inverted index, PageRank, and TF-IDF.