

William Qi

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👤 wqi

TECHNICAL SKILLS

EXPERIENCED:

JavaScript • Python • C#
Node.js • Java • React Native

FAMILIAR:

Go • C/C++ • Swift • Bash
Xamarin • HTML/CSS • SQL

EDUCATION

UNIVERSITY OF BRITISH COLUMBIA

B.Sc. HONOURS

COMPUTER SCIENCE

Expected Apr. 2018 | Vancouver, BC

Cum. GPA: 4.1

Major GPA: 4.33

UBC UNIVERSITY

TRANSITION PROGRAM

Grad. June 2013 | Vancouver, BC

Early Entrance to University

AWARDS

2017

Trek Excellence Scholarship

Science Scholar - UBC

Dean's Honour List - UBC

2016

Dean's Honour List - UBC

2015

Dean's Honour List - UBC

Best Microsoft Hack - Dubhacks

1st Place - UBC Computer Science

e-Portfolio Competition

2014

Dean's Honour List - UBC

4th Place - SCITEAM Case Comp.

7th Place - Launch Academy Startup
Challenge

WORK EXPERIENCE

UBC DATA SCIENCE INSTITUTE | RESEARCH FELLOW

May 2017 – Present

- Explored the socioeconomic impacts of transportation availability in suburban areas using data science methods
- Developed a novel graph model to represent bus networks, allowing for analysis of demand and capacity in any region using only openly available data
- Extracted commuter transportation patterns and identified problematic areas of the network through retroactive analysis of geo-tagged social media posts

WASSERMAN LAB @ CMMT | RESEARCH ASSISTANT

Apr 2017 – Present

- Implemented novel graph-based algorithms with GPU optimization to perform read alignment efficiently on consumer-grade hardware
- Created biologist-friendly visual interfaces to execute alignment operations

XIAOZHUAN TECHNOLOGIES | CO-FOUNDER

Feb 2016 – Apr 2017

- Co-founded a VC-funded Chinese market VR startup with a mission to transform real-world spaces into immersive virtual environments
- Led development team for customer-facing applications in Beijing and Vancouver
- Developed a VR-optimized 3D web player using three.js, accelerated with Alibaba Cloud to serve hundreds of thousands of users globally
- Contributed to the construction of a cloud processing pipeline to stitch 3D models using point clouds constructed from RGBD data

MICROSOFT | SOFTWARE ENGINEERING INTERN

May 2016 – Aug 2016

- Developed a multi-platform mobile application in partnership with the OneNote Education team using Xamarin and C#
- Contributed to the design and development of an upcoming PowerPoint feature using C++ and Node.js
- Established automated build/test framework with VSTS integration
- Built Node.js API server with secure communication over web sockets and SOAP

BROADCOM | SOFTWARE DEVELOPMENT INTERN

May 2015 – Dec 2015

- Worked with the Android TV team to develop reference software for STB and OTT chipsets, primarily using Java and C++ at the Android framework level
- Contributed to continuous integration systems and automated regression testing using Python and Bash
- Implemented media container decoding and A/V stream parsing to enable native playback of ultra high-resolution video formats

UBC | COMPUTER SCIENCE TEACHING ASSISTANT

Sep 2014 – Apr 2015, Jan 2016 - Apr 2016

- Taught tutorials for upper year courses on topics such as computer hardware, operating systems, low-level programming, and software engineering
- Ran labs with 30+ students, held office hours, and graded student work