LEO WANG

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Website   Github   LinkedIn

EDUCATION

University Of British Columbia   Graduated May 2024
Bachelor of Science in Computer Science   *Vancouver, B.C.*
  - **Cumulative Average:** 81% (3.75/4.33 GPA)

National University Of Singapore   Jan 2023 – Apr 2023
Exchange Student in Computer Science   *Singapore*

EXPERIENCE

Bon Appawtite Pet Store   Oct 2024 - Present
Software Developer   *Richmond, B.C.*
  - Boosted employee productivity at a considerable scale by integrating automatic rebate submitting with effective **error handling** and **RESTful API** calls *(Python, Shopify API, Google Sheets API)*.
  - Built an application with a full graphical user interface to query customers, capable of handling various search inputs such as name, phone number, loyalty membership number, etc. *(Python, tkinter, PyInstaller)*.

Voronoi Health Analytics   Jun 2023 – Sep 2023
Software Engineer   *Vancouver, B.C.*
  - Streamlined the engineering team's data accessibility by designing an intuitive **encrypted database** for medical files, leading to a boost in overall work efficiency *(SQLite, SQLCipher, C++)*.
  - Led the **backend** development for releasing a new simplified automatic medical imaging annotating and reporting software *(MATLAB, C++, Qt)*.
  - Collaborated in an **Agile** working environment, utilizing practices such as stand-up meetings, sprint review, and sprint planning.

Voronoi Health Analytics   Jan 2022 – Aug 2022
Software Engineer Intern   *Vancouver, B.C.*
  - Enhanced performance of processing medical scans by integrating **multithreading** into our flagship data analysis facilitation software, substantially improving efficiency and user experience *(MATLAB, C++)*.
  - Programmed scripts to automate large-scaled data analysis and organization tasks for accommodating clients world-wide, prompting an improvement in client-company relationship *(Python)*.
  - Contributed to the adoption of accessing a medical imaging database server (PACS) directly in our application, allowing seamless communication and retrieval of medical information on the cloud *(HTML, CSS, JavaScript, C++)*.

PROJECTS

AniMatch – Anime Recommendation Tool | *Python, PyTorch, JavaScript, Vue, GraphQL*   Present
  - Incorporated **OAuth2** implicit grant flow for secure **user authentication** to allow personal recommendations aimed at specific users and their unique preferences.
  - Transformed and validated large-scaled datasets into embeddings for **model training**, built on top of PyTorch's Dataset and DataLoader classes to seamlessly integrate mini-batching.
  - Built a **scalable pipeline** to query, process, and store anime metadata from a GraphQL API, incorporating rate-limiting safeguards, retry logic, and error response handling.

Aria – Video Game | *C++, ImGui, OpenGL, SDL2*   Jan 2023 – Dec 2023
  - Implemented the backend utilizing an **Entity Component System** framework to efficiently create and handle game entities, providing a fundamental and **future-proof** game design system.
  - Designed an intuitive level-building system to increase productivity of the team to reach subsequent deadlines.
  - Employed the utilization of a **Kanban** board and **scrum** principles to better organize the team's communication and project pipeline.
  - Ensured consistent stability and robustness before future releases across different operating systems by **analyzing player feedback** and **organizing quality assurance testing**.

Languages: Python, C++, HTML/CSS, JavaScript/TypeScript, C, SQL.
Tools: Linux OS, Git, PyTorch, Node, Sass, Docker, MATLAB, LaTeX.