

Ian Leung

 IanLeung12 |  Ian Leung |  ianleemail012@gmail.com |  647-763-3121

Education

University of Waterloo

2025-2029

Bachelor of Computing and Financial Management - Co-op (Computer Science + Finance Double Major)

GPA: 4.0

- President's Scholarship of Distinction
- Functional Programs (Advanced), Algorithms (Advanced), Calculus, Data Analytics and Financial Markets

Technical Skills

Languages Python, Java, C++, C#, Bash, SQL, Kotlin, Racket, LaTeX

Technologies Firebase, Render, Modal, MongoDB, Qt, Unity Game Engine, OpenCV, SQLite, Pytorch

Developer Tools Linux, Git, Gitlab, Github, Docker, Kaggle, Colab, Jupyter, VSCode, Copilot

Work Experience

Waterloo Reality Labs

Waterloo, ON

Software Developer – Python, Pytorch, Unity Game Engine

Sep 2025 - Present

- Working in a collaborative team environment to develop a Unity Plugin for hand pose recognition on VR headsets
- Applying industry-standard Machine Learning and AI techniques to solve extended reality challenges (**Pytorch, etc.**)

Sunnybrook Research Institute

Toronto, ON

Software Development Intern – Python, Qt, Pydantic, VTK

Jul 2025 - Aug 2025

- Designed and built an automated UI testing tool, reducing software release testing times from **4+ hours** to **30 minutes**
- Harnessed **Python, Pydantic, and Qt** to capture and replay user interactions in focused ultrasound helmet software
- Implemented a logging API using **Python and Loguru** for quality assurance of automated tests, identifying **5+** bugs

The STEAM Project

Richmond Hill, ON

Camp Counselor

Jun 2023 - Jan 2024

- Taught and led **50+** children aged 5 to 10 through exciting hands-on activities and STEM programs
- Developed problem-solving and adaptability skills while managing diverse group dynamics and learning styles

Activities

UWaterloo Data Science Club

Waterloo, ON

Hackathon Coordinator

Sep 2025 - Present

- Managing a **\$10000+** and coordinating logistics for **400+** attendees at CxC - Canada's largest AI/Data hackathon

Game Development Club

Richmond Hill, ON


President

Jun 2024 - Jun 2025

- Revamped club curriculum from Java/Swing development to **Unity Game Development** with C#
- Led a **team of 6** to create lesson plans and direct events from **game jams** to **coding workshops** for 30+ members

Projects







Trust No Ghost - 3D Maze Exploration Game | Unity, C#, Itch.io

- Shipped Trust No Ghost  for **60+** users at the UW Game Jam Fall 2025, placing in the **top 10** most rated games
- Utilized Unity and C# to develop expanding level designs, enemy pathfind algorithms, and dynamic moving mechanics

PeerAssist - Full-Stack Peer Reviewing | Java, MongoDB, Apache PDFBox, Maven

- Designed and developed a full-stack Java application for 5+ students to share, review and grade the works of others
- Integrated **MongoDB** for data storage and **Apache PDFBox** for PDF manipulation, enabling seamless document handling and retrieval across devices

Other Projects

-  Chess Engine: MCTS Chess Engine trained and deployed for chesshacks . Uses Pytorch, Modal, Hugging Face
-  N-Body Simulation: Gravity Simulation/Visualization with Barnes-Hut algorithm. Uses Pyglet, Numpy, Pandas
-  K-Pop Idol Recognizer: LBPH Facial Detection and Recognition. Used OpenCV, Kaggle, Pandas, Numpy
-  AI Name Forecasting: Predicting future outlook using AI, based on Implicit Egotism. Used OpenAI API
-  Pinance: Financial analysis and machine learning. Used Numpy, Pandas, Beautiful Soup, Sklearn, Matplotlib