Ian Leung

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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, VS Code, Copilot

Work Experience

Waterloo Reality Labs   **Waterloo, ON**
Software Developer – Python, PyTorch, Unity Game Engine   *Sep 2025 - Present*
- Collaborating in a cross-functional team to design and build 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 **$10,000+** budget and coordinating logistics for **400+** attendees at CxC - Canada's largest 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, AI pathfinding 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 Deployed for Chesshacks. Built with PyTorch, Modal, Hugging Face
- **N-Body Simulation:** Barnes-Hut Gravity Simulation/Visualization App. Built with Pyglet, NumPy, Pandas
- **K-Pop Idol Recognizer:** LBPH Facial Detection and Recognition. Built with OpenCV, Kaggle, Pandas, NumPy
- **AI Name Forecasting:** Predicting future outlook using AI, based on Implicit Egotism. Built with OpenAI API
- **Pinance:** Financial analysis and machine learning. Built with Pandas, Beautiful Soup, Scikit-Learn, Matplotlib