

Ian Leung

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Education

University of Waterloo

Expected 2030

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

GPA: 4.0

- Relevant Courses: Designing Functional Programs (Advanced), Introduction to Data Analytics and Financial Markets

Work Experience

Software Development Intern

Jul 2025 – Aug 2025

Sunnybrook Research Institute

- Integrated a tool for automating UI release tests, eliminating manual labor, and reducing test times by **70%**
- Harnessed Python, Qt, and JSON to identify, capture, and replay user interactions with focused ultrasound software
- Created a logging API to compare expected and actual results of automated tests, identifying **5+** software bugs

Camp Counselor

Jun 2023 – Jan 2024

The STEAM PROJECT

- Led **50+** children aged 5 to 10 through exciting hands-on activities and programs
- Collaborated with engineering students to create and teach engaging STEM-based lessons for our campers

Activities

Software Developer

Sep 2025 - Present

UW Reality Labs

- Designing a Unity Plugin to recognize hand poses on Meta Quest VR Headsets
- Applying Machine Learning/Neural Networks to identify user-inputted hand gestures (**Pytorch, etc.**)

CxC Hackathon Coordinator

Sep 2025 - Present

UW Data Science Club

- Managing a **\$10000+** budget to coordinate food and drinks for **400+** people at Canada's biggest AI hackathon (CxC)

Club President

Jun 2024 - Jun 2025

RHHS Game Development Club

- Revamped club curriculum to teach **Unity Game Development** (from Java/Swing development)
- Led events including **game jams** and lessons to 15+ members

Projects

Trust No Ghost: UWGDC Game Jam Spring 2025 Submission

[Itch.io Link](#)

- 3D maze exploration game in which you identify and feed candy to good enemies with **60+ visits**
- Developed on Unity Game Engine, with dynamic movement mechanics and enemy pathfinding algorithms

PeerAssist: Peer reviewing and editing platform for students

[Github Link](#)

- Java-based platform for students to share, review and grade the works of others
- Uses **MongoDB Atlas**, **Apache PDFBox**, and **Maven** to display, manage and store user documents

Other Projects

- **N-body Simulation:** WIP gravity simulation with Barnes-Hut algorithm. Uses Pyglet, Numpy, Numba, 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
- **Finance:** Financial analysis and machine learning. Used Numpy, Pandas, Beautiful Soup, Sklearn, Matplotlib

Skills

Languages	Python, Java, C++, Racket, C#
Technologies	Linux, Firebase, MongoDB, Qt, Unity Game Engine, Python Data Analysis
Developer Tools	Gitlab, Github, Colab, Jupyter, VSCode, Copilot, LaTeX
Software	Notion, Office 365, Adobe Photoshop, Illustrator, Premiere Pro
Soft Skills	Hard Working, Leadership, Problem Solving, Passionate, Communication, Adaptability, Creativity
Awards	DECA - 7th Internationally, 2x International Qualifier; Galois Math Contest - Group IV Honor Roll; CSMC/CIMC/Fermat - Distinction; UofG Business Pentathlon - 3rd Overall Winner