

Tokyo, Japan  
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# Jesse Leung

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A deeply driven software engineer seeking to learn from experience mentors, contribute to growing projects, and assume greater leadership responsibility within my team.

## Employment

Software Engineer	Steins Inc.	Dec. 2020 – Present
<b>• Rhythm Game (Concept, Proto, Alpha)   C#, Unity, UniRX, DOTween</b>		
<ul style="list-style-type: none"><li>– Expertly designing and implementing input system, event manager, and score manager to calculate and broadcast information about score, tap timing, and other core game functionality.</li><li>– Diligently designing and building the song layout functionality to visually represent a song's Json data.</li><li>– Carefully dapting a Midi to Json converter which translated song files from the audio team into game-usable data.</li></ul>		
<b>• Mobile Suit Gundam   C#, Unity, UniRX, DOTween</b>		
<ul style="list-style-type: none"><li>– Built and implemented both complex in-game calculations and UI for PVP and user-deck related scenes including ranking, battle results, and deck edit menus.</li><li>– Refactored and streamlined bloated models and presenters (<b>MVP Pattern</b>) to make them reusable and maintainable for other developers.</li></ul>		
<b>• Otakon (and sibling sites)   Ruby on Rails, JQuery, PostgreSQL</b>		
<ul style="list-style-type: none"><li>– Designed and built a responsive, mobile friendly version of the admin dashboard to make emergency remote administration possible</li><li>– Reduced the loading time of a heavy admin page by over 30s by identifying slow <b>SQL</b> queries then restructuring database tables and restructuring client-side to eliminate time wasted by waiting <b>JavaScript</b>.</li><li>– Wrote a script to convert user IDs and profile picture file names to random slugs to hide backend data from other users and make the site more secure</li></ul>		

## Education

Amherst, MA	University of Massachusetts Amherst	Sep. 2016 – Jun. 2020
<ul style="list-style-type: none"><li>• B.S. in Mathematics with a concentration in computational mathematics</li><li>• Minor in Japanese</li><li>• Member of the Commonwealth Honors College</li></ul>		

## Technical Skills

- **Languages:** C#, TypeScript, JavaScript, Ruby, Rust, HTML, CSS
- **Frameworks:** Unity, React, Preact, NodeJS, Ruby on Rails, Gatsby
- **Tooling:** UniRX, DOTween, AWS (S3, Route53, CloudFront), JQuery, Webpack, Vite, Jest
- **Databases:** PostgreSQL, FireBase
- **Other:** Sketch, Figma

## Personal Projects

- **Locality sensitive hashing (in progress) | Rust, Redis**  
[github.com/JesseLeung97/lsh](https://github.com/JesseLeung97/lsh)
  - An implementation of **locality sensitive hashing** to determine a selection of well fitting matches for Otakon users.
- **gatsbycsstypes | TypeScript, NodeJS, npm**  
[github.com/JesseLeung97/gatsbycsstypes](https://github.com/JesseLeung97/gatsbycsstypes)
  - An **npm** package to continuously find, parse, then generate **TypeScript** definition files for **CSS Modules** when using **Gatsby JS**.