

Leonardo Bujanda C.

(832)-405-0436 | l_b384@txstate.edu | [linkedin.com/in/leobuj](https://www.linkedin.com/in/leobuj) | github.com/leobuj

EDUCATION

Texas State University

Bachelor of Science in Computer Science, Minor in Applied Mathematics

- Dean's List Recipient, 3.87 GPA

San Marcos, TX

Aug. 2019 – May 2023

Relevant Coursework

Texas State University

- CS 4371: Computer System Security, CS 3398: Software Engineering
- CS 3339: Computer Architecture, CS 3358: Data Structures & Algorithms
- CS 2318: MIPS Assembly

EXPERIENCE

Software Engineer Intern

Meta

May 2022 – Aug. 2022

Seattle, WA

- Worked with the Audio Channels team and was assigned a project to build upon the existing Facebook Group Rooms product
- Implemented Video Room Customizations on the mobile Facebook app for both iOS and Android using with Native Templates and Hack
- Achieved platform parity by implementing the same features on the Facebook Web Client with React, Javascript, GraphQL, and Relay
- Implemented tests in Jest for both the web and mobile versions of my project, all of them end-to-end

Facebook University Software Engineer Intern

Facebook

June. 2021 – Aug. 2021

(Remote) Houston, TX

- Took three weeks of rigorous mobile development training for Android
- Spent five weeks getting hands-on experience on creating an Android application under the guidance of a mentor
- Presented final project at end of internship, meeting full expectations and exceeding all planned stories

PROJECTS

Highlight |

- Android application similar to TikTok that allows users to upload short clips of their gaming highlights or memorable moments. Clips can also be uploaded directly from YouTube and stored on the app
- Fully implemented Parse backend that allows for fully implemented account creation and follow mechanics
- Curates the user's feed based on the genre of videogames they prefer, and can also curate by a specific game
- Each post has complete like, comment and follow functionality. Similar to other apps, videos begin auto-playing once scrolled to

SlytherSnake |

- Worked with a team to develop a Unity 3-D game inspired by the classic game Snake, scripting done in C#
- Learned proper utilization of Git and working alongside other developers
- Developed a website in Bootstrap5 in which the game is hosted and displays information
- Game includes a variety of levels, enemy AI, and revamped functionality

TECHNICAL SKILLS

Languages: Java, Python, C/C++, C#, JavaScript, HTML/CSS, MIPS Assembly

Frameworks: React, JUnit, Bootstrap5, Spring Boot, Jest

Technologies: Unity, Git, Docker, Parse, VS Code, Visual Studio, IntelliJ, Eclipse, Gitkraken, Bitbucket