

# Leon Lee

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## EDUCATION

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### The University of Sydney

Sydney, Australia

*Bachelor of Advanced Computing in Computer Science and Software Development*

*Feb. 2022 – Nov 2025*

- Relevant Courses: Object-Oriented Programming, Systems Programming, Data Structures & Algorithms, Data and Information Management, Agile Software Development Practices, Models of Computation
- Grade: Distinction (80 WAM)

## EXPERIENCE

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### AI Developer

April 2024 – Present

*Data Annotation*

*Remote, New York*

- Enhanced LLM coding capabilities by designing and solving complex algorithmic challenges across multiple projects, addressing over 200 tasks that significantly improved model functionalities and user experience
- Led code reviews for employee submissions, ensuring high standards of accuracy and performance across numerous project submissions
- Conducted in-depth analysis of LLM outputs using Python, Pandas and Matplotlib across multiple projects

### Academic Tutor

February 2024 – Present

*The University of Sydney*

*Sydney, Australia*

- Tutor for COMP2017: Systems Programming, which covers C, basic data structures, memory, UNIX, processes and concurrency
- Planning and teaching 2 tutorials weekly to classes of approximately 20 undergraduate students
- Providing personalised assistance in class and via weekly emails, improving students' understanding and performance
- Responsible for marking assignments and quizzes, ensuring fair and accurate assessment of their work, and providing constructive feedback

## PROJECTS

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### RISC-V Emulator | C

- Developed an emulator for the RV32I Instruction Set Architecture (ISA), demonstrating a deep understanding of computer architecture and low-level programming
- Supports instructions from the ISA, including arithmetic, logical, memory access operations, control flow instructions, and load/store operations
- Implemented a custom heap management system for dynamic memory allocation within the emulator, simulating real-world memory management found in modern processors
- Capable of running code compiled using the GNU toolchain for RISC-V, demonstrating compatibility with standard development tools

### Wizards Game | Java, Processing library

- Developed a Java Bomberman-inspired game using the Java Processing library
- Utilised object-oriented programming principles to create modular and maintainable code
- Designed game mechanics, including player movement, enemy AI and destructible environments
- Implemented a custom map function to allow users to create their own game map

### Portfolio Website | HTML, CSS, Javascript

- Developed a personal website using HTML, CSS and Javascript
- Tested the website to ensure compatibility across various web browsers and devices
- Considered UI/UX principles to enhance user experience by implementing features such as a dark mode toggle

## TECHNICAL SKILLS

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**Languages:** Python, Java, C, HTML, CSS, SQL (Postgres)

**Frameworks:** Flask, JUnit, Processing, Pandas, Matplotlib

**Developer Tools:** Git, Jira, Docker