Leon Dong

leondong.com | github.com/LeonDong02 | yiming.dong@uwaterloo.ca

Education

University of Waterloo, Cumulative GPA: 3.9/4.0 Sept. 2020 – Jun. 2025
Bachelor of Computer Science, Combinatorics and Optimization Minor *Waterloo, ON*

Coursework: Algorithms & DS, Operating Systems, Databases, Object Oriented Programming, Distributed Computing, Artificial Intelligence, Applied Cryptography, Software and Systems Security, Modern Cryptography, Game Theory

Experience

Meta Sept. 2024 – Dec. 2024
Current Software Engineer Intern *Menlo Park, CA*
- Reality Labs, Optical Character Recognition - Machine Translation team

Databricks May 2024 – Aug. 2024
Software Engineer Intern *San Francisco, CA*
- Contributed across the stack and cross-teams to design, and build out multiple E2E account-related features using **Scala**, **Typescript**, **GraphQL**, and **Kubernetes**
- Fleshed out new invite code functionalities including generation, provisioning, searching, and resetting within the accounts internal tool to streamline the private previewing SOP, reducing load on engineering teams
- Integrated both **Arkose** and **IPQS** into the sign in and sign up experiences to prevent abuse on Databricks
- Laid groundwork for new **E2E testing infrastructure** using **K8s cron jobs** to monitor the health of CUJs

Intuit Sept. 2023 – Dec. 2023
Software Engineer Intern *Toronto, ON*
- Impacted **millions** of users by developing new components and maintained old components using **SwiftUI** in contributing to Intuit's server driven UI design system team which serves all of Intuit's subsidiaries
- Introduced QoL changes through **package management**, fixing **test flakes**, and improving **code coverage**
- Provided **on-call support** by dealing with bugs reported by other teams in a timely manner to minimize impact
- Collaborated closely with designers and other engineers on a variety of engineering and design problems

LinkedIn May 2023 – Sept. 2023
Software Engineer Intern *Sunnyvale, CA*
- Worked fullstack on the LinkedIn flagship iOS app and API using **Objective-C**, **Swift**, and **Java**
- Conceived and executed E2E on multiple new promotional projects, driving **tens of millions** of dollars in ARR
- Reached **millions** of users with a new premium redeem page and conducted A/B testing and ramping procedures
- Ensured excellent code quality and maintenence through **screenshot testing**, **unit testing**, and **bug bashes**

Ecobee Jan. 2022 – Apr. 2022
Software Engineer Intern *Toronto, ON*
- Revamped the dynamic in-app thermostat installation guide using **SwfitUI** and **GraphQL** for **millions** of new users to streamline the onboarding process for new users and reduce the load on the customer support team
- Improved code quality by writing **unit tests** and worked closely with devtools such as **CircleCI** and **Fastlane**

Facedrive Health May 2021 – Aug. 2021
Software Engineer Intern *Toronto, ON*
- Bootstrapped a mobile app using **SwiftUI** including authentication, weather, and dashboard functionalities to be used in tandem with **thousands** of bluetooth wristband devices

Skills

Languages: Python, Swift, Scala, TypeScript, Java, C, C++, Obj-C, SQL
Technologies: Linux, Git, Spark, Hadoop, NumPy, Scikit, Kubernetes

Personal Interests

- Video editing and other forms of content creation. Self-expression through various forms of media, currently experimenting with creating video game highlight reels/edits.
- Snowboarder since the fifth grade; learning the terrain park and aspiring to ride down double-black at Whistler.
- Playing music as a hobby; graduated RCM level 10 piano honors with distinction, and played the clarinet in the school band. Currently self-learning the guitar.