Leonardo Galindo

github.com/Leundai | linkedin.com/in/leogalindo/ | 224-268-4573 | lgalin6@illinois.edu

EDUCATION

University of Illinois at Urbana-Champaign *May 2023*

Bachelor of Science in Computer Science + Linguistics – GPA 3.84/4.0, Dean's List

Coursework: Discrete Structures, Data Structures, Computer Architecture, System Programming, Computational Linguistics, Algorithms/Models of Computation

SKILLS

Languages: C++, Python, Java, JavaScript, SQL, HTML/CSS, Bash

Frameworks: Flask, React.js, AntDesign, React Native, OpenGL

Tools/Tech: Linux, Heroku, Git, MongoDB, Twilio, Presto, MySQL, Hive Tables

EXPERIENCE

Incoming Snapchat and Facebook SWE Intern *Winter/Summer 2022*

Facebook *Summer 2021*

Software Engineer Intern

- Led a project on optimizing A/B testing experimentation workflows using Python/Presto SQL which enabled/unblocked 5 Full-time employee projects
- Created daily pipelines and stored quality results and data for research in Hive/MySQL tables
- Parallelized project to analyze thousands of experiments increasing speed by 240%

Hack4Impact @ UIUC *Fall 2020 – Current*

Technical Lead

- Teamed with students to create a full-stack front facing application for non-profits
- Built database models using MongoDB to be used for querying in the frontend
- Bridged the gap between frontend and backend using Flask routes and verified posted data

MLH Fellowship – Department of Defense *Fall 2020 – Winter 2020*

Software Developer

- Developed a scalable Learning Management System, to support up to 16,000 naval students
- Collaborated with naval officers and a team of students to modernize the current learning technologies
- Initiated skeleton of the backend API and will create dummy APIs to prototype the application

PROJECTS

Hack4Impact – Non-Profit Mentor/Mentee Portal *Fall 2021*

Using Python, Flask, MongoDB, Heroku, AntDesign, React.JS, Git

- Led a large project focused in enabling the communication between mentors and mentees developed in React.JS and Flask as backend with MongoDB as database
- Designed the infrastructure of dataflow and led its scalability for 50,000+ users

3D Terrain Generating Audio Visualizer (Desktop/Web App) *Summer 2020*

Using C++, Cinder, OpenGL, FFT, Simplex Noise, P5.js

- Built an audio music visualizer which generates terrain using Simplex Noise and shifts based off multiple aspects of songs through C++ framework Cinder
- Mapped colors to frequency amplitudes of music using FFT/DFT (Audio Analysis Algorithms) and displayed it through OpenGL