Leonardo Galindo

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EDUCATION

University of Illinois at Urbana-Champaign *May 2023*

Bachelor of Science in Computer Science + Linguistics – GPA 3.76/4.0, Dean's List

Coursework: Discrete Structures, Data Structures, Computer Architecture

SKILLS

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

Frameworks: Flask, React.js, Bootstrap, React Native, Cinder

Tools/Tech: Linux, Photoshop, Premiere Pro, Heroku, Git, MongoDB

EXPERIENCE

MLH Fellowship – Department of Defense Extern *Oct 2020 - Current*

Software Developer

- Developing a scalable Learning Management System, to support up to 16,000 naval students
- Collaborating 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

Hack4Impact @ UIUC *Sept 2020 - Current*

Software Developer

- Teamed with students to create a full-stack front facing application for a non-profit
- 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

CS196 @ Illinois *Jan 2020 - August 2020*

Project Manager - *January 2020 – May 2020*

- Led a team of 6 students in developing an Auto Grader for early learning
- Delivered successfully within a 1-month time frame a functional OCR based project using React Native

PROJECTS

Software Design Studio - Audio Visualizer *Summer 2020*

Using C++, OpenGL, Cinder, FFT, Simplex Noise, Catch Unit Testing, Imgui

- 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

SAIL CS @ Illinois - Outreach App *Summer 2020*

Using Python, Flask, SQL, Heroku, CSV Parsing/Excel Parsing, Bootstrap

- Created a Flask web app using information from 22,000 schools with demographic reports and stores into a SQL database for quick use and search for outreach
- Highlighted dense low-income counties to send in buses to those places utilizing Google Maps API and deployed to Heroku