

Paul Leung

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SKILLS & CERTIFICATIONS

Programming: Java, Kotlin, Python, C++, SQL, Swift, Dart, HTML, CSS, JavaScript

Frameworks/Libraries: Jetpack Compose, OkHttp, Retrofit, Koin, Room, Gson, Coil, Glide, Dagger/Hilt, Espresso, Mockito

Tools: Git, Android Studio, Xcode, Firebase, Visual Studio Code

Certifications: CodePath Android Development (September 2021 - December 2021)

EXPERIENCE

Lumina View - Android Engineer March 2025 – Present

- Designed and developed the companion Android app for a digital photo frame product using Kotlin and XML, enabling users to display, manage, and customize AI-generated images.
- Integrated Firebase Authentication and Realtime Database to sync user-generated image data and preferences.
- Integrated Leonardo AI and OpenAI APIs to generate personalized images from user prompts, expanding creative customization options.

CodePath - Program Manager May 2023 – Present

- Manage a team of Teaching Assistants across CodePath's Android, iOS, and Technical Interview Prep courses, streamlining program workflows between instructional teams and a cohort of 300+ students.
- Conduct quality assurance on curriculum content, actively identifying and implementing improvements to enhance the student learning experience.
- Facilitate regular team meetings with Teaching Assistants and lead strategies to increase student engagement and satisfaction.

CodePath - Android Teaching Assistant August 2022 – May 2023

- Mentored and supported groups of 25+ students in Kotlin-based Android curriculum, covering Activities, Fragments, Intents, Jetpack libraries, MVVM architecture, RESTful networking, and asynchronous programming with Coroutines.
- Diagnosed and resolved approximately 20 technical inquiries weekly via Slack and discussion forums, providing guidance on debugging, app structure, and Android Studio tooling.
- Hosted weekly office hours, providing personalized support and troubleshooting issues in real-time on student Android projects.

PROJECTS

Echo – Location-Based Social Networking App GitHub

- Developed a location-based Android social media app enabling users to create posts, filter by tags, and interact with content based on their proximity.
- Built a Points of Interest system that lets users discover and interact with nearby colleges, landmarks, and parks, powered by Firestore with pre-seeded data and geohashes for fast location queries.
- Implemented real-time likes, threaded comments, and interactive map markers to enhance user engagement and navigation.
- Utilized: Kotlin, Jetpack Compose, Google Maps SDK, Firebase Auth, Firestore, GeoFire, Coroutines, Hilt

GeoGueser App GitHub

- Created an Android application that challenges users to guess random locations based on Google Street View images, utilizing Volley and Coroutines to asynchronously generate these locations for smooth gameplay.
- Implemented a local scoreboard using Room to save and display user's scores from each game session.
- Utilized: Kotlin, XML, Google Maps SDK, Room, Coroutines, Volley

EDUCATION

CUNY, Brooklyn College Brooklyn, NY

Bachelor of Science in Computer Science

August 2016 – May 2020

ADDITIONAL EXPERIENCE & INTERESTS

Associated Retina Specialist – Ophthalmology Technician | New York, NY

September 2021 – May 2023

Interests: Mobile Development, Saxophone, 3D Modeling & Printing