

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, Mockito

Tools: Git, Android Studio, Xcode, Visual Studio Code, Firebase, Google Cloud, Cursor, Antigravity

Certifications: CodePath Android Development (Sept 2021 - Dec 2021)

EXPERIENCE

PopStock - Android Engineer

Nov 2025 – Present

- Led architectural refactors across the Android codebase, consolidating paging and data-layer abstractions to reduce duplicated logic by ~60% and stabilize coroutine lifecycles across 10+ ViewModels.
- Expanded ViewModel test coverage from minimal baseline to ~35%–40% of core logic, adding coroutine and async Flow tests that caught regressions in authentication, pagination, and navigation behavior.
- Profiled and optimized performance—critical custom chart views, reducing object allocations during draw/layout by ~40% and improving frame stability during user interactions.

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.
- Analyze student feedback metrics to devise engagement strategies, directly improving cohort retention and course satisfaction scores.

Lumina View - Android Engineer (Contract)

March 2025 – Sept 2025

- 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.

PROJECTS

LobbyLens – AI Political Transparency App

[Github](#)

- Engineered a native Android application that utilizes Google Cloud Vision to identify politicians from photos and Gemini 3 Pro to dynamically overlay "donor badges" representing their top contributors.
- Integrated FEC and Senate Lobbying Disclosure APIs to aggregate real-time financial data, visualizing funding trends across multiple election cycles using custom Jetpack Compose charts.
- Engineered a heuristic matching system to reconcile informal Cloud Vision labels with formal government records, implementing nickname normalization and noise filtering to ensure accurate identification.
- Utilized: Kotlin, Jetpack Compose, Google Cloud Vision API, Gemini API, Retrofit, Firebase, Coroutines, Material 3

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.
- Utilized: Kotlin, Jetpack Compose, Google Maps SDK, Firebase Auth, Firestore, GeoFire, Coroutines, Hilt

EDUCATION

CUNY, Brooklyn College

Bachelor of Science in Computer Science

Brooklyn, NY

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