# 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.
- Facilitate regular team meetings with Teaching Assistants and lead strategies to increase student engagement and satisfaction.

**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

**Echo – Location-Based Social Networking App**                                                          <u>GitHub</u>
- 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

**GeoGuesser App**                                                                                       <u>GitHub</u>
- 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