

Peter Leng

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SKILLS

LANGUAGES

Python • JavaScript • C++ • HTML5
• CSS

FRAMEWORKS & TOOLS

Tornado • Flask • AngularJS • NodeJS
NumPy • Pandas • Matplotlib
PostgreSQL • PostGIS • GDAL • S3
EC2 • API Gateway • AWS Lambda

LINKS

Github:// [peterl328](#)
LinkedIn:// [Peter Leng](#)
Devpost:// [Peter Leng](#)

EDUCATION

UNIVERSITY OF WATERLOO

B.A.Sc. COMPUTER ENGINEERING

Expected 2020 | Waterloo, On

COURSEWORK

UNDERGRADUATE

Fundamentals of Programming
Algorithms and Data Structures
Operating Systems
Discrete Mathematics
Digital Computers

AWARDS

HACKATHONS

TreeHacks 2017 - Top 10/130
HackPrinceton 2016 Fall - Top 5/100
HackPrinceton 2016 Spring - Top 5/80
BostonHacks 2015 - Top 1/60

EXPERIENCE

SKYWATCH | BACKEND & DATA ENGINEERING INTERN

Jan 2017 - May 2017 | Kitchener, On

- Decreased database query time by using indexes, optimising PostGIS SQL statements and RDS server configurations from an average of 5 minutes to within 30 seconds
- Built backend systems for admin console and user dashboard using Python-Tornado and PostgreSQL
- Developed a download proxy server to handle asynchronous image downloads using bit streaming which increased average download speed by 40%
- Built an image clipping micro-service using Python-GDAL allowing users to download clipped satellite images

FLARE | LEAD BACKEND DEVELOPER

June 2016 - Mar 2017 | Toronto, On

- Implemented the Flare App backend using NodeJS and PostgreSQL with PostGIS
- Built an admin console using NodeJS and D3.JS for data visualization
- Developed data pipeline for data visualization using PipelineDB
- Developed and proposed the micro-service architecture for better scalability

5CROWD | SOFTWARE DEVELOPER INTERN

May 2016 - Aug 2016 | Toronto, On

- Added responsive To-do feature to AngularJS app and created API endpoints for storing To-dos
- Implemented an invoice system for automatic payments
- Developed advance filtering system for company's client and project list using Angular directives
- Implemented user profile page allowing different logins and web application views

PROJECTS

SLITHERIO-AI | DEEP LEARNING USING TENSORFLOW

April 2017

Uses Tensorflow to create a recurrent convolutional neural network to play the online game, SlitherIO. It uses the OpenAI gym environment to manipulate the game controls

AI-DRAW | GENETIC ALGORITHM

Nov 2016

AI-Draw uses advance genetic algorithms to draw images using circles. The computer iteratively attempts to mimic an input pictures through drawing it with 100 circles of varying circle and radii, and continuously improve its accuracy based on a generic genetic algorithm

ENIGMA | PEBBLE APPLICATION

May 2015 - Nov 2015

Enigma is a WWII cipher machine simulator on the Pebble Watch. It can encrypt text on the watch and can send the message via text. This application was featured on the Pebble app store