Leonardo Aoun

📞 +1(646)520-7468
✉ leonardo.aoun@epfl.ch
🖥 travellingcodesman.com

*A Lebanese graduate student from Switzerland majoring in CSE.
Lived in 7 regions across 3 continents in the last 3 years which
taught him to be a sociable and open-minded person. Inspired by
science and always eager to discover and invent.*

Education

Winter 2020	**Ecole Polytechnique Federale de Lausanne**, *Ecublens CH*, Bachelor and Master's in CS, Current GPA 5.3/6.
2016–2017	**University of Washington**, *Seattle WA*, Visiting Student, GPA 3.82/4.

Experience

Summer 2019	**Amazon Computer Vision**, *Berlin DE*, Applied Science Intern, Experimenting with different **deep learning** techniques for 3D reconstruction of meshes from 2D images.
Winter 2019	**Facebook AI Research**, *Manhattan NY*, Software Engineering Intern, Developed **full stack** internal tools to increase awareness and discoverability of research results.
	Project included experimentation and deployment of **topic modeling** to cluster and recommend research papers.
Summer 2018	**Facebook**, *London UK*, Software Engineering Intern, Built static verification tools in **Hacklang** that ran on more than 10 thousand database schemas to prevent data misuse in the codebase.
	Setup a routine job on **Hive** and **Dataswarm** to analyze anomalies and found heuristics to recommend possible solutions to the failing schemas' maintainers.
Summer 2017	**Adobe Research**, *San Jose CA*, Research Engineering Intern, Explored possible improvements to the compute cluster of Adobe Research by benchmarking **machine learning** jobs on internal GPUs and **cloud computing** alternatives..
	Created a platform as a proof of concept where scientists could upload their **Docker** containers and have Apache **Mesos & Marathon** handle their **neural network** trainings. All while providing a cost-performance analysis.

Projects

Neo Caritas	Won **first prize** at StartHack 2018 out of 350+ participants with a **decentralized** application running on the Neo **blockchain** to facilitate the process of donations *https://github.com/aounleonardo/neo-caritas*
Indoor Navigator	Implemented a plugin to the **iOS** app EPFLCampus that localizes users inside campus buildings and navigate them to their desired destination in **AR**
RASP	Coded the UI in **React** and the supporting blockchain in **Golang** for an asynchronous yet fair Rock Paper Scissors game *https://youtu.be/lsuVLHnIUhM*
Catapult VR	Focused on having accurate and intuitive hand interactions with a **VR** catapult in a 'Angry Birds'-like game on **Unity**. *https://youtu.be/liQCkO2JAsQ*
Pitchgrader	Built a web app with **NodeJS** and React along with the preprocessing of satellite images in **OpenCV** to analyze Football and Tennis fields in Switzerland *https://youtu.be/QSX4Bnhs0CI*
Spellcraft	Designed the UX for a Unity **HoloLens** Game in **C#** where users need to move around a room to gather magic orbs and cast spells at each other in AR *https://github.com/aounleonardo/SpellCraft*

Personal

Languages	Lebanese Arabic *Native*, English, French *Bilingual*, German, Spanish *Conversational*
Hobbies	Public Speaking *MUN*, Scouts of Lebanon *Since 2002*, Sports and Martial Arts, Travelling, Reading and Writing, Surrealism, Rock in all its flavors