

Leonardo Aoun

+44(772)1211-382
✉ aounleonardo96@gmail.com
📄 aounleonardo.github.io

A software engineer constantly on the run. I lived in 8 regions across 3 continents in the last 3 years which taught me to be a sociable and open-minded person. Inspired by science and always eager to discover and invent.

Education

- 2014–2020 **Ecole Polytechnique Federale de Lausanne**, *Ecublens CH*, Bachelor and Master's in CS, Current GPA 5.35/6.
- 2016–2017 **University of Washington**, *Seattle WA*, Visiting Student, GPA 3.82/4.

Experience

- Spring 2020 **Angele**, *Remote*, Chief Technology Officer, Built the first product and concoted the **roadmap** of a silverttech startup consisting of a full stack application accompanied by an **Alexa VUI** <https://app.angele.io>.
- Fall 2019 **Astroscreen**, *Remote*, Data Science Intern, Worked on my master thesis with a **startup** in London focusing on **graph classification** for **social networks** data.
- Summer 2019 **Amazon Computer Vision**, *Berlin DE*, Applied Science Intern, Experimented 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 while analyzing anomalies and recommending solutions thanks to routine jobs on **Hive** and **Dataswarm**.
- 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 by creating a **Apache Mesos & Marathon** platform on which **Docker** containers are evaluated.

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 **augmented reality**
- 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>

Personal

- Languages Arabic *Native*, English, French *Bilingual*, German, Spanish *Conversational*, Italian *Beginner*
- Hobbies Travelling, Public Speaking *MUN*, Scouts Du Liban *Since 2002*, Reading, Martial Arts, Rock in all its flavors