

ASHLEY LEAL

Toronto, ON, Canada | P: +1 2892318460 | ashley.leal@mail.utoronto.ca | www.linkedin.com/in/ashleynicoleleal/

EDUCATION

UNIVERSITY OF TORONTO

Bachelor of Applied Science and Engineering (B.A.Sc) in Computer Engineering + PEY Co-op

Toronto, ON

Expected Apr 2027

Intended minor in Artificial Intelligence Engineering

Relevant Courses: Computer Fundamentals (C), Programming Fundamentals (C++), Applied Fundamentals of Deep Learning, Linear Algebra, Calculus I-III, Advanced Engineering Mathematics, Engineering Strategies & Practice

ST. MAXIMILIAN KOLBE CHS

Honour Roll, Principal's List

Aurora, ON

Sept 2018 - Jun 2022

EXPERIENCE

IEEE UNIVERSITY OF TORONTO STUDENT BRANCH

Technical Associate

Toronto, ON

Apr 2023 – Present

- Developed lessons for online Introduction to Python course curriculum
- Mentored and provided technical guidance at IEEE UofT Student Branch-organized hackathons and workshops attended by up to 80 students, including the NewHacks hackathon, Arduino workshop, and React workshop

PEER TUTORING (AT ST. MAXIMILIAN KOLBE CHS)

STEM Tutor

Aurora, ON

Sept 2021 – Jun 2022

- Volunteered as a coding, math, and science tutor for students in grades 9-12, organized weekly sessions, and monitored student progress, resulting in up to a 25% increase in tutee grades
- Implemented a diverse set of dynamic teaching strategies, such as diagnostic assessments, flashcards, and interactive discussions, to enhance the learning experience

PROJECTS

MUSIC GENRE CLASSIFICATION MODEL

August 2023

- Designed and implemented a PyTorch CNN-RNN hybrid model for genre classification in diverse music tracks, achieving over 80% accuracy on new tracks
- Conducted data pre-processing and integration of multiple datasets encompassing 10 music genres

DOUBLE TROUBLE (GAME)

Jun 2021

- Developed a two-player obstacle course game using Lua programming and Roblox game development, including game mechanics, frontend design, and backend databases for an immersive and challenging player experience
- Developed and launched a widely received game with over 10 million total plays, a peak concurrent user (CCU) count of 750, and revenue generation

ACTIVITIES

UNIVERSITY OF TORONTO ENGINEERING KOMPETITION (UTEK)

Ranked 2nd in the Programming Competition

Toronto, ON

Nov 2023

- Collaborated in a team of four in the Programming Competition, using knowledge of data structures and algorithms to develop a recursive algorithm that minimizes the cost of traversal between nodes in a modified graph data structure.

ROBLOX DEVEX PROGRAM

Game Developer

May 2020 – Present

- Developed 5 income-generating games with a total of 30+ million plays and an aggregate monthly active user count over 250,000 players

ADDITIONAL

Technical Skills: Python, Lua, C, C++, Javascript, HTML, Arduino; Proficient in PyTorch, MATLAB, Verilog, LaTeX

Awards: Principal's List & Honour Roll (2019-2022); Dean's Merit Award (2022); Edward S Rogers Sr. Scholarship (2022)