

Yuet Ming Leung

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Education

Cornell University - College of Arts and Sciences

Aug 2018 – May 2022

- B.A. in Computer Science — 4.0 GPA
- Dean's List for College of Arts and Science
- Relevant Coursework:
Algorithms, Honors Discrete Structures, Object-Oriented Programming and Data Structures, Functional Programming, Backend Development, Computer Game Architecture, Programming Languages, Computer Systems

Experience

Software Engineer Intern - Facebook

Jun 2020 — Aug 2020

- Worked on a failure injection tool for chaos testing using python
- Implemented user error logging for failure injection to a SQL database and improved error handling
- Created an automated script that detects broken or consistently failing tests
- Developed a tool that diagnoses a test failure and notifies users with possible fixes

Software Co-Lead - Cornell University Autonomous Underwater Vehicle

Oct 2018 — Current

- Created vision modules for the underwater vehicle to identify mission elements using computer vision
- Programmed autonomous missions for the vehicle using a custom mission system, including gate navigation, pinger tracking, buoy ramming and torpedoes tasks
- Developed a new automated testing software for vision modules
- Managed a custom server stack that hosts the team website, wiki and CD/CI tools
- Lead software meetings twice a week to assess and follow-up on team progress
- Finalist in Association of Unmanned Vehicle System International's 2019 RoboSub competition

Teaching Assistant - Cornell Computing and Information Science

Aug 2019 — Current

- Taught *Introduction to Computing in Python*, with a focus on basic programming in python
- Taught *Honors Discrete Structures*, with a focus on discrete mathematics proofs for computer science.
- Conducted two labs per week and held office hours
- Graded assignments, preliminary exams and finals

Projects

Night Bite - Video Game

Feb 2020 — May 2020

- Worked on a single player three-quarters action game with a team of 8 programmers and designers
- Built a game engine on top of libgdx in Java and implemented controllers for sprites and player input
- Designed a prediction algorithm for enemy AI projectile targeting and pathfinding

CourseNotifier - Python Script

Aug 2019 — Sep 2019

- Created a script that scrapes the Cornell Class Roster using an html parser to check for class openings
- Integrated the Twilio api to instantly send sms messages to the user the moment a class becomes open
- Made the script customizable using ini configuration files and added an error logger
- Daemonized the script using systemd and ran it on a headless raspberry pi

Programming Languages: Python, Java, C#, OCaml, C++, Rust

Languages: Fluent in English, Mandarin and Cantonese

Software: OpenCV, git, \LaTeX , bash, unix, vim, docker, flask