

# Yuet Ming Leung

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## Experience

### Software Engineer - Jump Trading

Aug 2022 — Present

- Worked on components of trading systems in both live and simulation environments

### Software Engineer Intern - Jump Trading

Jun 2021 — Aug 2021

- Parallelized a python script that can be utilized by process pools and distributed systems to achieve 6x performance increase
- Implemented a telemetry feature using a server/client architecture to collect user and usage data in software

### Software Engineer Intern - Facebook

Jun 2020 — Aug 2020

- Improved failure injection tool using Python for core infrastructure and unix systems to perform chaos tests to guarantee reliability of services
- Improved error handling for failure injection tool to better identify reasons for test failure, logging them to a MYSQL database to be queried by the end user with a web interface

### Software Co-Lead - Cornell University Autonomous Underwater Vehicle

Oct 2018 — Current

- Created robust vision modules for the underwater vehicle to identify mission elements that adapts to lighting conditions using computer vision techniques including thresholding, SIFT, and Hu Moments
- Programmed autonomous missions for the vehicle using a custom mission system, including gate navigation, pinger tracking, buoy ramming and torpedoes tasks
- Lead a team of 10 people in software meetings twice a week to assess team progress
- Finalist in Association of Unmanned Vehicle System International's 2019 RoboSub competition

### Teaching Assistant - Cornell Computing and Information Science

Aug 2019 — Dec 2020

- Taught *Introduction to Computing in Python*, with a focus on basic programming
  - Taught *Honors Discrete Structures*, with a focus on discrete mathematics proofs
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## Education

### Cornell University - College of Arts and Sciences

Aug 2018 – May 2022

- Bachelor of Arts in Computer Science
  - Master of Engineering in Computer Science
  - Relevant Coursework:  
Introduction to Algorithms, Honors Discrete Structures,  
Introduction to Compilers, Advanced Systems,  
Computer Vision, Programming Languages, Computer Networks
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## 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
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**Programming Languages:** Python, C++, Rust, C, OCaml

**Languages:** Fluent in English, Mandarin and Cantonese

**Software:** polars, pandas, numpy, git, bazel,  $\text{\LaTeX}$ , OpenCV, bash, unix, arch linux, vim, docker, flask