# 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
- 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
- Improved error handling and logging for prexisting chaos testing tools

#### **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
- Developed a new automated testing software for vision modules
- Lead software meetings twice a week to assess and follow-up on team progress
- Programmed autonomous missions for the vehicle using a custom mission system, including gate navigation, pinger tracking, buoy ramming and torpedoes tasks
- 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-quaters 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