

Yuet Ming Leung

+1 (607) 379-4576

yl787@cornell.edu

github.com/attilusleung

Education

Cornell University - College of Arts and Sciences

- B.A. in Computer Science — 4.0 GPA
- Dean's List for College of Arts and Science (all semesters)

Aug 2018 — May 2022
(Expected)

Experience

Cornell University Autonomous Underwater Vehicle

- Created vision modules for the underwater vehicle to identify mission elements using computer vision algorithms
- Developed a new automated testing software for vision modules
- Programmed autonomous missions for the vehicle using a custom mission system
- Finalist in Association of Unmanned Vehicle System International's 2019 RoboSub competition, where the vehicles autonomously completed gate navigation, pinger tracking and buoy ramming tasks

Software Co-Lead
Aug 2019 — Current

Software Member
Oct 2018 — Aug 2019

Diocesan Boys' School Design and Technology Engineering Team

- Lead the software component of the engineering projects on a team of 10 students
- Designed an automated liquid cooling system for a self-cooling smart glass that can be controlled with an android application
- Placed first in Hong Kong University of Science and Technology's Paper Tower Challenge

Programming Lead
Dec 2016 — May 2018

Cornell Computing and Information Science: Introduction to Computing Using Python

- Teach two labs per week and hold consultant office hours
- Grade assignments, preliminary exams and finals

Consultant
August 2019 — Current

Projects

Cornell Creatives

- Designed an application to connect freelancers with potential customers
- Wrote a RESTful API for an iOS application using flask
- Setup a virtual environment for the application and dockerized it

Backend Application
Sep 2018 — Dec 2018

An Analysis of the Trajectory of a Bouncing ball on a Sinusoidally Vibrating Table

- Modelled the trajectory of a bouncing ball on a sinusoidally vibrating table with a computer simulation
- Analyzed how small changes in the initial height of the ball affected its trajectory

Research Paper
Sep 2017 — Mar 2018

Programming Languages: python, java, C#

Languages: Mandarin, Cantonese, English

Software: OpenCV, git, latex, bash, unix, vim, docker, flask