AUDREY LEONG

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EDUCATION

Columbia University   New York City, NY
M.S. in Computer Science   Expected Dec 2025
Coursework: NLP, Design for Generative AI, Deep Learning for Computer Vision, Algorithms.

ETH Zurich   Zurich, Switzerland
Post Baccalaureate Studies   Sep 2022 - Feb 2024
- Coursework: Big Data, Cloud Computing, Network Analysis, Information Security.

Columbia University   New York City, NY
B.A. in Computer Science and Germanic Studies   Sep 2018 - May 2022
- GPA: 3.89/4.0, Dean's List.
- Coursework: AI, Data Visualization, Computational Robotics, Program Compilers.

TECHNICAL SKILLS

- Python, C/C++, HTML/CSS/JS, PostgreSQL, Figma, QGIS, LaTeX, UI/UX, HCI, GenAI.

WORK EXPERIENCE

Columbia University   New York City, NY
Teaching Assistant for COMS 4170 UI Design   Jan 2022 - Jun 2022, present
- Guided and mentored a cohort of 25 Master's students through semester-long projects, providing hands-on support, insightful feedback, and fostering comprehensive growth in UI Design.
- Conducted thorough and constructive office hours for over 500 students, offering in-depth research process analysis, enabling students to refine design methodologies and problem-solving skills.

Deloitte Cyber Risk and Strategy Intern   Hamburg, Germany
Cyber Risk and Strategy Intern   May 2021 - Aug 2021
- Led implementation of third-party risk management programs, resulting in a 40% decrease in third-party cyber incidents and a 82% improvement in risk mitigation.
- Created user-friendly interfaces and automated databases for efficient management of third-party risk assessments, reducing manual effort by 75% and improving assessment accuracy by 92%.
- Conducted over 120 individual meetings with client branches within 2 months to gather critical data for database creation and facilitated seamless handover of product for ongoing maintenance.

PROJECT EXPERIENCE

Hammered (ETH Game Programming Lab)   Zurich, Switzerland
Programmer and Sound Engineer   Feb 2023 - Jul 2023
- Engineered a captivating single-player isometric 3D puzzle platformer using the MonoGame framework and Objective-C.
- Architected a spatial audio manager to control custom-composed music and positional sound effects, elevating player engagement by 30% over previous versions.
- Optimized performance and streamlined gameplay across multiple platforms, slashing loading times by 40% and boosting average frame rate by 18%.

Image Quilting Optimization (ETH Advanced Systems Lab)   Zurich, Switzerland
Programmer   Feb 2023 - Jun 2023
- Accelerated a single-threaded image quilting algorithm in C by implementing hardware-related optimizations, achieving a 15x speedup over initial baseline.
- Designed a custom code generator and performance testing infrastructure for scalar and vector operations of optimized algorithm, using Python to auto-tune all hyperparameters.

SKILLS & INTERESTS

- Fluent in English, French, German; Proficient in Cantonese; Basic Understanding of Mandarin, Korean.
- Interests include open source programming, game development, teaching.