Bryan Leon

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EDUCATION

BACHELOR OF SCIENCE IN COMPUTER ENGINEERING | UNIVERSITY OF TEXAS AT AUSTIN | FALL 2020

· Tech core: Software Engineering and Design

EXPERIENCE

PROPERTY MANAGEMENT INTERN | 512 LIVING | SUMMER 2017, 2018

· Assisted with leasing applications, property management, and receptionist duties as needed during fast-paced summer season
· Performed final audits of leasing files to ensure accuracy and completion

LEAD MENTOR, PEER MENTOR | UNIVERSITY LEADERSHIP NETWORK | FALL 2015 TO PRESENT

· Responsible for training and organizing peer mentors, and supervising weekly meetings
· Served as a peer mentor, tasked with supporting the transition of college freshmen and sophomores

RELEVANT PROJECTS

· Developed a basic GUI and assisted with coding of a Java based alarm and timer app, which included a Firebase online database to store user preferences and Pomodoro timer functionality
· Constructed a ReactJS web application for BP that retrieved information from UK Goods Checker to determine an exports control rating for International Trade Risk Assessments to assist BP employees
· Created a Discord Bot written in C# that includes a basic YouTube API interface and other basic commands during HackTX18
· Designed and implemented a Java chat interface system that communicated over a wireless network via socket connections and included features such as, chat history, a graphics user interface, and login credentials
· Used an ARM Cortex Microcontroller to create an embedded system version of multiplayer Connect Four and Tic Tac Toe in C that communicated wirelessly and included the use of a TFT display, joystick, buttons, and an in-game music

SKILLS & ABILITIES

· Familiar with Spanish, French, and German
· Proficient with Java, and familiar with ARM assembly, C, C++ programming, Android Studio, Unity, and Autodesk Revit

EXTRACURRICULAR ACTIVITIES

EVENT DIRECTOR, MEMBER | LONGHORN GAMING CLUB | FALL 2015 TO SPRING 2019

· Coordinate monthly meetings and work as a part of a team to organize LAN events and social outings

MEMBER | ELECTRONIC GAME DEVELOPERS SOCIETY | SPRING 2017 TO PRESENT

· Attended meetings and talks given by game developers, along with game jams

UNDERGRADUATE RESEARCH | FALL 2014

· Investigated and researched the identity and existence of odd perfect numbers by Gaussian integers with guidance of professor

HONORS & AWARDS

· Dell Scholars Recipient - Spring 2014
· Great Minds in STEM HENAAC Scholar - Fall 2014
· National Hispanic Merit Scholar - Spring 2014
· AP Scholar with Distinction - Spring 2014