

Long-Yo (Leo) Lee

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Education

University of Illinois Urbana-Champaign <i>Bachelor of Science in Mathematics and Computer Science, Minor in Physics</i>	<i>Aug 2023 – expected May 2027</i>
	GPA: 3.90/4.00

- **Dean's List:** Fall 2023, Spring 2024, Fall 2024, Spring 2025

- **Coursework:** System Programming, Artificial Intelligence, Algorithms, Intro to Combinatorics

Skills

<ul style="list-style-type: none">◦ Framework/Tools: git/GitHub, VS Code, Android Studio, RStudio, Overleaf, Unity, ChatGPT◦ Programming Languages: C/C++/C#, Java/Kotlin, Python, TeX/LaTeX, R◦ Libraries: NumPy, Matplotlib, Pandas, PennyLane, PyTorch◦ Spoken Languages: Mandarin Chinese, English

Technical and Project Management

VR Game Development Intern <i>RageRoom</i>	<i>Aug 2024 – Dec 2024</i>
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Applied Technologies for Learning in the Arts & Sciences, University of Illinois Urbana-Champaign	Urbana, IL
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- Integrated the Oculus XR Plugin for Unity to build immersive, responsive gameplay experiences
- Collaborated in an agile team environment, presenting progress in weekly client meetings
- Delivered a polished demo showcased at the ATLAS final presentation

Student Researcher <i>Localizing entanglement in high-dimensional states</i>	<i>Jan 2025 – Oct 2025</i>
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Illinois Mathematics Lab, University of Illinois Urbana-Champaign	Urbana, IL
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- Implemented numerical simulations in NumPy and PennyLane and determined relations using data-fitting methods
- Applied inequality-solving skills from an algorithms course and the literature to prove theoretical results
- Wrote a detailed final report and presented at the final poster session to communicate results to a technical audience
- Represented the research group to present at the undergraduate poster session of the 2025 MAA MathFest

Audio Lead	<i>Jan 2024 – May 2024</i>
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ACM GameBuilders	Urbana, IL
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- Composed background music for a video game produced by our club
- Worked closely with the narrative designers to determine the most appropriate musical style for the game theme

Teaching and Tutoring Experience

Course Assistant, CS 173: Discrete Structures	<i>Jan 2025 – present</i>
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Siebel School of Computing and Data Science, University of Illinois Urbana-Champaign	Urbana, IL
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- Supported a 400-student section by grading proof-based assignments and providing actionable feedback
- Held weekly office hours to help students reason rigorously about logic, counting methods, and algorithms
- Developed the ability to approach students' learning styles by effective communication

Course Assistant, CS 124: Introduction to Computer Science I	<i>Jan 2024 – May 2025</i>
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Siebel School of Computing and Data Science, University of Illinois Urbana-Champaign	Urbana, IL
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- Supported the 1100-student course by debugging and explaining student code for homework and machine projects.
- Improved instructional materials by designing new practice problems and recording step-by-step walkthroughs
- Mentored and supervised junior course assistants, strengthening leadership and technical review skills