

# Long-Yo (Leo) Lee

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## Education

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### University of Illinois Urbana-Champaign

*BS in Mathematics and Computer Science, Minor in Physics*

Aug 2023 – expected May 2027

GPA: 3.90/4.00

- **In-Major GPA:** 3.98/4.00
- **Dean's List:** Fall 2023, Spring 2024, Fall 2024, Spring 2025
- **Coursework:** System Programming, Artificial Intelligence, Algorithms, Intro to Combinatorics

## Skills

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- **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

## Work

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### VR Game Development Intern | [RageRoom](#) 🌐

Aug 2024 – Dec 2024

Applied Technologies for Learning in the Arts & Sciences, University of Illinois Urbana-Champaign

Urbana, IL

- 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

### Course Assistant, CS 173: Discrete Structures

Jan 2025 – present

Siebel School of Computing and Data Science, University of Illinois Urbana-Champaign

Urbana, IL

- 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

Jan 2024 – May 2025

Siebel School of Computing and Data Science, University of Illinois Urbana-Champaign

Urbana, IL

- 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

## Research

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### Undergraduate Presenter

Aug 2025

MAA MathFest, Mathematical Association of America

Sacramento, CA

- Communicated results of my summer research clearly through an accepted undergraduate poster session
- Attended talks and workshops, learning cutting-edge topics that mathematicians currently study

### Student Researcher | [Localizing entanglement in high-dimensional states](#) 🔗

Jan 2025 – Oct 2025

Illinois Mathematics Lab, University of Illinois Urbana-Champaign

Urbana, IL

- 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 detailed reports and presented at the poster session to communicate results to a technical audience

## Leadership

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### Audio Lead

Jan 2024 – May 2024

ACM GameBuilders

Urbana, IL

- 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