

# Long-Yo (Leo) Lee

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## Education

<b>University of Illinois Urbana-Champaign</b> <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

- **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

<b>Student Researcher   <a href="https://arxiv.org/abs/2510.08501">https://arxiv.org/abs/2510.08501</a></b> Illinois Mathematics Lab, University of Illinois Urbana-Champaign	Jan 2025 – Oct 2025 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 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	

  

<b>VR Game Development Intern   <a href="https://github.com/ckocklly/rage-room">https://github.com/ckocklly/rage-room</a></b> Applied Technologies for Learning in the Arts & Sciences, University of Illinois Urbana-Champaign	Aug 2024 – Dec 2024 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	

  

<b>Audio Lead</b> ACM GameBuilders	Jan 2024 – May 2024 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	

## Teaching and Tutoring Experience

<b>Course Assistant, CS 173: Discrete Structures</b> Siebel School of Computing and Data Science, University of Illinois Urbana-Champaign	Jan 2025 – present 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	

  

<b>Course Assistant, CS 124: Introduction to Computer Science I</b> Siebel School of Computing and Data Science, University of Illinois Urbana-Champaign	Jan 2024 – May 2025 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	