

Long-Yo (Leo) Lee

📍 209 E Clark St Unit 4, Champaign, IL 61820, USA 📩 ckocklly@gmail.com ☎ +1 (217) 418-9139 💬 ckocklly

Education

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

- **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

VR Game Development Intern <i>RageRoom</i> 🌐 Applied Technologies for Learning in the Arts & Sciences, University of Illinois Urbana-Champaign	<i>Aug 2024 – Dec 2024</i>
◦ Integrated the Oculus XR Plugin for Unity to build immersive, responsive gameplay experiences	Urbana, IL
◦ 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 Siebel School of Computing and Data Science, University of Illinois Urbana-Champaign	<i>Jan 2025 – present</i>
◦ Supported a 400-student section by grading proof-based assignments and providing actionable feedback	Urbana, IL
◦ 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 Siebel School of Computing and Data Science, University of Illinois Urbana-Champaign	<i>Jan 2024 – May 2025</i>
◦ Supported the 1100-student course by debugging and explaining student code for homework and machine projects.	Urbana, IL
◦ 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

Undergraduate Presenter MAA MathFest, Mathematical Association of America	<i>Aug 2025</i>
◦ Communicated results of my summer research clearly through an accepted undergraduate poster session	Sacramento, CA
◦ Attended talks and workshops, learning cutting-edge topics that mathematicians currently study	
Student Researcher <i>Localizing entanglement in high-dimensional states</i> ↗ Illinois Mathematics Lab, University of Illinois Urbana-Champaign	<i>Jan 2025 – Oct 2025</i>
◦ Implemented numerical simulations in NumPy and PennyLane and determined relations using data-fitting methods	Urbana, IL
◦ 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

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