

Yiu-Wah (Leo) Au-Yeung

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WORK EXPERIENCES

Pixel Academy, New York, NY

Counselor-In-Training, Aug 2016

- ♦ Interned as a counselor-in-training at a 4 week summer youth technology camp
- ♦ Worked alongside counselors and other interns to provide a safe and comfortable learning environment for the students
- ♦ Learned and helped students ages 7-14 learn to use software such as Tinkercad, MinecraftEDU, Unreal Engine, and Unity

PROJECTS

EONS (Eyes on Neighborhood Streets) – November 2017

- ♦ Scraped back-end data of NYC traffic camera locations from the NYC Department of Transportation
- ♦ Utilized camera location information in conjunction with IBM Watson's ML/visual recognition technology of live traffic camera feed to generate data for optimizing a safe route to a destination

Pokémon: Fantastic Version – January 2016

- ♦ Co-built a text-based playable version of Pokémon using Java in two weeks
- ♦ Utilized different data structures and abstract data types to create the back-end of the game
- ♦ Replicated the new game message, adventure and battle system to display within the command prompt

SKILLS & RELEVANT COURSEWORK

- ♦ Languages & Frameworks: C++, Python, Java, Processing, Javascript, Flask
- ♦ Software & Tools: GitHub, Microsoft Visual Studio, Unreal Engine, Unity
- ♦ Relevant Coursework: Computer Architecture (C++), Discrete Structures, Software Analysis and Design (C++), Introduction to CS (Python), AP Computer Science (Java), Calculus I & II

EDUCATION

Hunter College, New York, NY

Daedalus Honors Scholar, Aug 2017 – Present

GPA: 3.54

Major: Computer Science

Stuyvesant High School, New York, NY

Advanced Regents Diploma, Sep 2013 – June 2017

GPA: 3.7

AP Coursework: Computer Science, US History, US Government, Macroeconomics