

# Leo Liang

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## EDUCATION

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**Cornell University**, College of Engineering, Ithaca, NY Aug 2022 – May 2023  
Master of Engineering in Computer Science

**Cornell University**, College of Agriculture and Life Science, Ithaca, NY Jan 2018 – May 2021  
Bachelor of Science in Information Science, with Minors in Computer Science and Game Design

*Selected Coursework:* Functional Programming • Compilers • Computer Networks • Human-Computer Interaction • Data-Driven Web Applications • Intro to Database Systems • Operating Systems • Artificial Intelligence • Project Management • Human-Computer Interaction • Autonomous Mobile Robots • Distributed Computing Principles

## WORK EXPERIENCE

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**Graduate Teaching/Research Specialist (GTRS)**, *Cornell University* Jan 2023 – May 2022  
CS 4300 (Language and Information) Aug 2022 – Dec 2022  
CS 4320 (Intro to Database Systems)

- Created and graded assignments, midterms, and final exams.
- Led a team of undergraduate TAs and managed projects with other course admins.
- Provided academic support to students through office hours.

**Frontend Developer Intern**, *Dong Inc. / Circolo* Jun 2022 – Aug 2022

- Developed and shipped the new company website (circolo.us) with e-commerce functionality.
- Refactored the old Shopify-based website from scratch using **React** and **Redux**.
- Incorporated **GitHub Actions** as **CI/CD** pipelines.
- Assisted with deployment, webmaster duties, and SEO optimizations.

**Frontend Programmer (Volunteer)**, *Cornell University Course Management System X* Feb 2020 – Dec 2020

- Worked on the project team that develops the course management system of Cornell's CS department, used by approximately 7000 people every semester.
- Completed a design overhaul of the site.
- Focused on implementing responsive design in various UI components.

## SELECT PROJECTS

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**Implementation of C Library and Applications in an Operating System** Jan 2023 – May 2023

- Implemented **C standard library** in EGOS-2000, a minimal operating system on a small RISC-V board.
- Ported standard Unix utilities such as cat, cp, mv, etc. to the custom OS.
- Worked with Ph.D. candidate Yunhao Zhang and Professor Robbert van Renesse.
- Created and published a project website with documentation to benefit other institutions and the general public.

**Mobile Game: Panic Painter**, *Programming Lead* Jan 2020 – May 2020

- Led the programming team on a mobile game project.
- Programmed in **C++** using Cornell's in-house game engine.
- Organized work among members and mediated when issues arose.
- Designed and developed a custom level editor in **React**.

**Compiler: Xic**, *Team Member* Jan 2020 – May 2020

- Built a compiler from scratch for the language "Xi" (an imperative, procedural, C-like language).
- Implemented lexer, parser, code generator, and three different optimization techniques in **Java**.

**Cornell AppDev Hack Challenge**, *Backend Programmer* Jan 2019 – May 2019

- Created and deployed a functional backend written in **Django** and **MySQL**.
- Received **Judge's Choice** for the outstanding final product. (See "Awards and Recognitions" below)

## TECHNICAL SKILLS

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Languages: MATLAB, Java, Python, C, C++, SQL, Bash, JavaScript/TypeScript, HTML/CSS  
Frameworks and Libraries: React, Node.js, Ruby on Rail, Next.js, D3.js, Postgres  
Tools and Platforms: Git, Linux, Cloudflare, GitHub Actions, Gradle, Make, CI/CD

## AWARDS AND RECOGNITIONS

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**Cornell AppDev Hack Challenge**, *Judge's Choice* May 2019