

Wenhao “Leo” Liang

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EDUCATION

Cornell University, College of Engineering, Ithaca, NY **Aug 2022 – May 2023**
Master of Engineering in Computer Science **GPA: 3.82**

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: Compilers • Computer Networks • Systems Programming • Data-Driven Web Applications • Operating Systems
• Computer Graphics • Artificial Intelligence • Project Management • Autonomous Mobile Robots

WORK EXPERIENCE

Associate Software Engineer, *Dong Inc. / Circolo* **Jul 2023 – Current**

- Exploring solutions using **prompt engineering** to improve customer experiences with AI integration.
- Developing tailored client solutions using **React** and **Redux**.
- Supporting cloud service operations including **Amazon S3**, **Heroku**, and **Cloudflare**.

Graduate Teaching/Research Specialist (GTRS), *Cornell University*

CS 4300 (Language and Information) **Jan 2023 – May 2022**
CS 4320 (Intro to Database Systems) **Aug 2022 – Dec 2022**

- Developed and assessed assignments, midterm tests, and end-of-term examinations.
- Headed a group of undergraduate teaching assistants and coordinated projects with fellow course administrators.
- Offered educational assistance to students during designated office sessions.

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

- Launched the updated company website (circolo.us) equipped with e-commerce features.
- Rebuilt the previous Shopify-centric website using **React** and **Redux** from the ground up.
- Integrated **GitHub Actions** for continuous integration and deployment.
- Supported deployment processes, managed webmaster responsibilities, and enhanced SEO strategies.

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

- Contributed to the project team responsible for Cornell's CS department course management system, serving around 7000 users each semester.
- Undertook a comprehensive redesign of the website.
- Emphasized and executed **responsive design** elements across various UI components.

SELECT PROJECTS

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

- Developed the **C standard library** for EGOS-2000, a streamlined operating system for a compact RISC-V board.
- Adapted classic Unix tools like **cat**, **cp**, **mv**, and more to the bespoke OS.
- Collaborated with Ph.D. candidate Yunhao Zhang and Professor Robbert van Renesse.

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

- Headed the coding team for a mobile game initiative.
- Coded in **C++** leveraging Cornell's proprietary game engine.
- Coordinated tasks among team members and resolved conflicts.
- Engaged in crafting the game's mechanics and design.
- Conceptualized and built a unique level editor using **React**.

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

- Constructed a compiler for the "Xi" language, a procedural language reminiscent of C.
- Developed the lexer, parser, code generator, and integrated three distinct optimization methods using **Java**.

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

- Developed and launched a robust backend using **Django** and **MySQL**.
- Awarded Judge's Choice for the exceptional end product. (See "Awards and Recognitions" section below)

TECHNICAL SKILLS

Languages: Python, JavaScript/TypeScript, Java, C, C++, SQL, Bash, HTML/CSS

Frameworks and Libraries: React, Redux, Node.js, Ruby on Rail, Next.js, Postgres

Tools and Platforms: Git, Linux, Cloudflare, Heroku, GitHub Actions

AWARDS AND RECOGNITIONS

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