

# Wenhao “Leo” Liang

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## EDUCATION

**Cornell University**, College of Engineering, Ithaca, NY  
Master of Engineering in Computer Science

**Aug 2022 – May 2023**  
**GPA: 3.82**

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

**Jan 2018 – May 2021**

*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**, *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 2023**

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**, *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

**Remy Hospitality Platform**

**Oct 2023 – current**

- Spearheaded the development of an integrated, interactive menu and promotional display system for the hospitality industry, involving **frontend**, **backend**, and **AI integration**.
- Created a **React** and **Next.js**-based frontend management system, enabling clients to effortlessly manage menu items, update visuals, and customize designs, with a focus on mobile-optimized, **progressive web app** technology.
- Designed an AI tool utilizing **computer vision** and **artificial intelligence** for automating the digitization of physical menus into the platform with minimal manual intervention.
- Developed an offline-rendering system for both client-facing management portals and interactive display stands, ensuring accurate display edits and overcoming internet connectivity limitations through a custom caching solution.

**Revamp of Company and e-Commerce Site Circolo.us**

**Jun 2022 – Aug 2022**

- Revamped the Circolo website, transitioning from a Shopify custom theme to a **React**-based platform, resolving performance issues and customization limitations.
- Rebuilt the entire website within a month, ensuring Shopify API compatibility, improved PageSpeed score, and implemented **SEO techniques** for better visibility.
- Set up continuous integration and deployment using **Cloudflare** workers and **Amazon S3**, and facilitated automated deployment through **GitHub Actions**.
- Launched the new website with minimal downtime, ensuring a seamless transition for customers.

**Mobile Game: Panic Painter**, *Programming Lead*

**Jan 2020 – May 2020**

- Headed the coding team for a mobile game initiative and coordinated tasks among team members and resolved conflicts.
- Coded in **C++** leveraging Cornell's proprietary game engine and optimized for Android and iOS platforms.
- Engaged in crafting the game's mechanics and design.
- Conceptualized and built a unique level editor using **React** and **Next.js**, with Google Drive integration.

## TECHNICAL SKILLS

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

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

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