

JOHNNY LEUNG

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in [johnny-leung10](#)
github [johnnyleung10](#)

EDUCATION

University of Waterloo

2019 - 2023 (Expected)

Bachelor of Computer Science (B.C.S.)

Relevant Courses: Data Structures and Data Management, Object-Oriented Software Development, Foundations of Sequential Programs, Computer Organization and Design, User Interfaces

Experience

Scotiabank

May 2021 - Aug 2021

Data Scientist

Toronto, ON

- Increased generated business leads for bank Relational Managers by 500% by writing **Apache Spark** and **SQL** queries
- Processed and displayed data from Machine Learning models into a **Django** app with **Python** used by over 100 Customer Relational Managers all over Canada
- Facilitated the data cleaning and filtering process of **over 50,000** leads into a recommender system
- Maintained the entire data pipeline for creating and recommending business leads for new and existing customers from the preprocessing stage to the postprocessing stage using **Apache Airflow**
- Organized weekly events and wrote bi-weekly newsletters for the 100+ other interns at the bank as Marketing & Communications Coordinator for the Velocity Social Committee

Sonical.ly

Jan 2021 - Apr 2021

Game/Mobile Applications Developer

Vancouver, BC

- Developed a 2D mobile game that simulates a simplified Digital Audio Workstation teaching users how to produce and mix music in **Unity3D** and **C#**
- Increased player base by 60% through the creation and maintenance of automated **Firebase** backend services, including user authentication, database management, and the storage and distribution of game files
- Architected an in-game currency and In-App Purchase system allowing players to buy cosmetics in the game and generate revenue for the company, connected with both the Google Play Store and Apple App Store
- Designed an email rewards system using **Node.js** and an **STMP (Simple Mail Transfer Protocol)** relay service to deliver prizes and rewards for contests

Projects

Unity 2D Platformer Neural Network 

Apr 2020

- Designed and created a platformer game in **Unity** and **C#** where the primary objective was to mine diamonds in a Minecraft-like world
- Implemented a **neural network** and a genetic algorithm model to train the AI into playing the game through evolution in over 300 generations

Technical Skills

Languages: Python, Java, SQL (Postgres), C++, C#, JavaScript, HTML

Frameworks: Unity3D, Django, Android Studio, Node.js, React.js

Technologies: Git, Postgres, Firebase, Pandas, Numpy, Airflow, Apache Spark, Scikit-learn, BeautifulSoup