

JOHNNY LEUNG

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Education

University of Waterloo
(2019 - Present)
Expected Graduation 2023
Candidate for Honours
Bachelor of Computer
Science

Skills

Languages:

Java, Python, C++, C#, C,
HTML, Javascript, CSS

Technologies:

Django, React, Android
Studio, TensorFlow, NumPy,
scikit-learn, SQL

Tools:

Linux, Git, Unity, .NET,
Firebase, MIPS, ARM

Activities

Vikings Athletic Council
(2017-2019)

- Promotions team leader

Bantam Boys Rugby
(2017-2018)

- Assistant head coach

Awards

Athletic Service Award
Burnaby North Secondary
(2018 & 2019)

AP Capstone Diploma
CollegeBoard
(2019)

AP Scholar
CollegeBoard
(2018 & 2019)

Experience

Game/Mobile Applications Developer (Jan 2021 - Present)
Sonical.ly

- Worked in **Unity** to develop a game that helped people learn music creation.

Projects (Titles are clickable)

🔗 **Unity Game Neural Network** — C# Apr 2020

- Designed and created a platformer game in **Unity** 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 learning the game through evolution in over 300 generations
- Each generation had 20 models, the top 2 of which were chosen to reproduce and cross over DNA into the new generation

🔗 **Breast Cancer SVM Model** — Python Jan 2020

- Programmed and trained a model that extracted 699 cases of breast cancer data from the UCI Machine Learning Repository to predict whether a tumor is benign or malignant
- Extrapolated data regarding cell types and sizes and graphed to find correlation with cancer types
- Achieved 95% accuracy on the model using **TensorFlow** and the SVM model for predicting results

🔗 **Mapa (Hack the North 2019)** — Javascript Sep 2019

- Created a web app with to display transaction hotspots in Toronto on a heatmap, utilizing **TD's Da Vinci API**, **Firebase API**, and **Google Maps API**
- Developed the front-end web portion of the project, using **React** and **Firebase** to retrieve and convert data generated
- Coordinated with a team of hackers and distributed work based on each member's strengths

🔗 **Blackjack Plugin** — Java Aug 2019

- Designed and implemented a Minecraft plugin that allows the user to play Blackjack inside of the game
- Incorporated the plugin into a popular in-game economy using the **Vault API** as well as **the Spigot API** to access game methods
- Established a chip betting system and a dealer using in-game items that simulates a casino and makes realistic dealer decisions