

Johnny Leung

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EDUCATION

University of Waterloo - Bachelor of Computer Science (BCS)

Sept. 2019 - Dec. 2024

Relevant Course Work: Algorithms, Database Management, Object-Oriented Software Development, Data Structures and Data Management, Algorithm Design & Data Abstraction, Application Development, Networks & Security

TECHNICAL SKILLS

Languages: Python, Go, SQL, Java, C++, C#, Scala, Kotlin, JavaScript, TypeScript

Frameworks: Node, React, Unity, Django, Android Studio, Pytest

Technologies: Docker, Spring Boot, Spark, Hadoop, Pandas, Scikit-learn, PostgreSQL, Databricks, Jenkins, Firebase, Git

WORK EXPERIENCE

Riot Games | *Software Engineering Intern*

Los Angeles, CA | Jun. 2023 – Sep. 2023

- Improved player experience in the popular shooter game VALORANT by eliminating cheaters through a high-latency match filter in the **Go** backend matchmaking services, impacting over **25 million+** active monthly users.
- Collaborated with the Insights Team to leverage **Data Analytics** for optimizing competitive matchmaking by upgrading the match selection algorithm, resulting in a **15%** improvement in matchmaking equity.
- Hot-fixed in-game bugs in **Unreal Engine** and **C++**, including a live tournament bug that affected **1 million+** players.

Apple | *Software Engineering Intern*

Cupertino, CA | Jan. 2023 – Jun. 2023

- Designed and implemented backend **REST API** endpoints in **.NET** for automating a large-scale service testing service, resulting in a **98%** enhanced flow efficiency and streamlining of testing.
- Developed a deployable **Python** testing framework with **Docker** that automated unit and integration tests, enabling efficient multi-environment validation for hardware engineers and reducing onboarding time by **80%**.
- Engineered and integrated **XGBoost Machine Learning** models in **Python** to predict hardware charge behavior, enabling real-time anomaly detection and explainable insights for **90%** improved decision-making.

Riot Games | *Software Engineering Intern*

Los Angeles, CA | May. 2022 – Aug. 2022

- Led an initiative to streamline data access across team products by developing an automated support Slackbot using **Go** with JIRA and Slack **REST API** integrations, resulting in a **75%** improvement in support time and team productivity.
- Implemented an NLP classifier using **Python** and **BERT**, reducing data support on-call team workload by **33%** through automated product triaging and solution generation.
- Performed data analysis using **Python** and automated **Databricks** notebook jobs, enhancing AI chatbot integration which improved on-call service response time by **40%**.

Scotiabank | *Data Scientist Intern*

Toronto, ON | May. 2021 – Aug. 2021

- Processed and displayed data from **ML** recommender models into a **Django** app with **Python** to enhancing productivity for over 300 Customer Relational Managers all over Canada by reducing data processing time by **20%**.
- Increased generated business leads for Relational Managers by **500%** by writing **Spark** and **SQL** queries.

Sonical.ly | *Mobile Engineering Intern*

Vancouver, BC | Jan. 2021 – Apr. 2021

- Developed an educational mobile game in **Unity**, taking charge of backend system design in **C#** for an immersive audio production learning experience that was beta-tested by a community of **1000+** users.
- Created **Firebase** backend services for user logins and persistent data, leading to a **300%** increase in player base.

PROJECTS & COMMUNITY

Bloom – A Notetaking App 

- Developed a reflection-based notetaking app in a team of 4 engineers by creating the backend **REST API** service using **Spring Boot** and **Kotlin**, seamlessly connecting it with the **Android Studio** frontend.

VP Internal | **UW Product Management Club** 

May. 2022– Dec. 2023

- Led the organization of multiple tech-focused speaker events designated to educate **1000+** students about breaking into Product Management in various Software fields.