# JOHNNY LEUNG

+1 604-970-1828 johnnyleung2001@gmail.com github.com/johnnyleung10 linkedin.com/in/johnny-leung10/

Skills

Languages Java, HTML, Python, Racket, Kotlin, Javascript, CSS, C

**Technologies** React, Android Studio, TD Da Vinci API

**Tools** Git, Raspberry Pi, Maven, Node.js, Firebase

### **Projects**

### Mapa (Hack the North 2019 Project)—React, Javascript

Sep 2019

- Utilized TD's Da Vinci API, Firebase API, and Google Maps API to create a web-app with a heatmap for displaying transaction hotspots in Toronto.
- In charge of front-end, using React and Firebase retrieve and convert data generated from back-end.

### Blackjack Plugin — Java

Aug 2019

- Minecraft plugin that allows the user to play Blackjack right inside of the game
- Used the Spigot API to access game methods and Vault API for incorporating plugin into a popular ingame economy
- Created a chip betting system using in game items

### Higher or Lower Card Game — Kotlin, Java

Jun 2019

- Used Android Studio to program a higher or lower card game
- Utilized file writing in order to store game data on user device

### Raspberry Pi Temperature Sensor — Java

May 2018

- Used Java to create a program that can remotely detect temperatures using Phidget sensors.
- Data is collected and transmitted to the Raspberry Pi, when then transfer data wirelessly back to laptop
- Implemented graphing system to graph out results and find averages, highs, and lows

### Work Experience

## Lifeguard/Swim Instructor

2018 - Present

### City of Burnaby

- Duties included guarding, slide patrol, instructing swim lessons, and basic maintenance
- High-level of first aid training and knowledge to oversee patron safety and prevent hazards in the pool
- Provided exceptional customer service to patrons

### Merchandiser/Cashier

2016 - 2018

### Shoppers Drug Mart

- Duties include cashiering, stocking shelves, basic cleaning, and customer service
- Multitask between merchandising and cashiering as required by workflow

#### Education

### University of Waterloo