

JOHNNY LEUNG

Aspiring Indie Game Developer and Second Year Student

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Education

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

Skills

Languages:

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

Technologies:

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

Tools:

Git, Unity, .NET, Firebase,
Docker, MySQL

Activities

Lifeguard/Swim Instructor
(2018-Present)

- City of Burnaby

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)

Projects

Pixel Defence (Unity Game W.I.P) — C# May 2020

- In progress of creating a full 2D top-down tower defense game
- Worked on UI and Sprite Design on [Aseprite](#) as well as coding functionality and scripts
- Gained 2500+ supporters on TikTok where updates of the game is being posted

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 to train the AI into learning the game through evolution

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

Higher or Lower Card Game — Kotlin, Java Jun 2019

- Programmed a higher or lower card game complete with a betting system and daily rewards using [Android Studio](#)
- Designed and implemented own GUI and game graphics in [Photoshop](#) to accompany the base program

Work Experience

Lifeguard/Swim Instructor (2018 – Present)
City of Burnaby

- High-level of first aid training and careful attention to detail to oversee patron safety and prevent hazards in the pool