

# KALLI LEUNG

kalli417leung@gmail.com | kallileung.github.io | okaykale.itch.io | github.com/kallileung

---

## EDUCATION

**University of British Columbia** – B. Sc. (Computer Science) GPA: 3.95/4.0 (In-major)

**Awards/Honors:** Dean's Honor List (2016, 2017, 2020), NSERC Undergraduate Student Research Award (2020)

---

## TECHNICAL SKILLS

**Languages:** Java, C++, C, Javascript, Go, Python, PyTorch, SQL, Scala, Julia, HTML, CSS, React

**Technologies:** Kubernetes, Docker, AWS, Node.js, OpenGL, Unity, Godot, Blender (**Testing:** GDB, JUnit)

---

## EXPERIENCE

**Software Engineer Intern at Slack, San Francisco, USA**

June – Aug 2019

- Developed and deployed a Docker & Kubernetes tool as part of Slack's monitoring systems that generates and visualizes traces of RPC calls across distributed systems, consuming ~9M log events per day

**Software Engineer Intern at Tableau, Vancouver, Canada**

May – Aug 2018

- Developed and deployed features & bug fixes for our gated check-in system, CI/CD pipelines, and built internal tools to manage branch health and closures, and managed AWS resources
- Optimized monitoring of TeamCity builds and tests by modifying request handling, reducing runtime from 20+ minutes to less than 5 min.

**Undergraduate Research Assistant at the University of British Columbia**

May 2020 – Aug 2021

- Implemented an autoencoder neural net synthetic data generator with differential privacy for LEAP, a large-scale privacy preserving analysis platform for querying distributed medical data

**Computer Science Teaching Assistant at UBC**

May 2017 – May 2020, Jan – Apr 2021

- Held office hours, ran labs, & did marking for upper year courses on computer vision, operating systems & file systems, and an introductory level course on models of computation & logic
- 

## PROJECTS

**DigiGimbal**

2024

- Built a tool for motion smoothing without hardware or specialized camera equipment using Machine Learning methods to stabilize shaky videos

**20 Games Challenge**

2023

- Recreated 2D and 3D classic arcade and puzzle games for multiple platforms in Unity & Godot game engines, including Pong, Frogger, Space Invaders, & Suika Game

**EyeWriter**

2020

- Built an eye-movement controlled keyboard for full body paralysis & stroke patients using a Haar Cascade classifier to detect and process iris/pupil movement from live webcam feed
- 

## TECHNICAL EXTRACURRICULAR ACTIVITIES

**UBC Young Women for STEM**

Sept 2018 – Apr 2019

- Developed and presented computer science workshops to high schools in Metro Vancouver to inspire young people, especially girls, to pursue careers in STEM fields

**Code The Change UBC**

Sept 2017 – March 2018

- Developed free, open-source software for small non-profit organizations, worked on a real-time chat app for UBC's Sexual Assault Support Center using JavaScript, Node.js, React, SQL, HTML/CSS, and Twilio API