

Leandru Martin

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Education

Master of Science, Software Engineering | May 2026 | Saint Louis University

GPA: 4.00/4.00

Bachelor of Arts, Computer Science | May 2025 | Saint Louis University

Minor in Mathematics | Enrolled in Honors program | Magna Cum Laude | GPA: 3.89/4.00

Work Experience

Open Source with SLU | St. Louis, MO

Tech Lead | August 2025 – Present | github.com/oss-slu/DigitalBonesBox | github.com/oss-slu/Pi4Micronaut

- Leading team of two undergraduate developers to create full-stack web app enabling study tools for anatomy students
- Led team to create open-source Raspberry Pi IoT microservice Java app
- Planning strategies to accelerate development and enable creation of toolkits for educational use

Software Developer | January 2024 – December 2024 | github.com/oss-slu/Pi4Micronaut | github.com/CenterForDigitalHumanities/TPEN-services

- Developed production software in simulated Agile development environment as capstone project
- Developed Node.js RESTful back-end API for TPEN project helping organize data for humanities researchers
- Built microservice architecture Java app with Micronaut framework to simplify Raspberry Pi development

Student Worker | July 2024 – August 2024 | Remote | galleryofglosses.org

- Built front-end Next.js TypeScript web app for presenting research data to theological scholars

Saint Louis University | St. Louis, MO

Student Worker | February 2024 – December 2025

- Assisted and tutoring undergraduate computer science students
- Graded computer sciences classes for undergraduate and graduate students

Bausch + Lomb Surgical | St. Louis, MO

Intern, Software Engineering | June 2025 – August 2025

- Developed graphical user interface for surgical machines with C#
- Collaborated in Agile development environment

Research Experience

Saint Louis University | St. Louis, MO

Research Assistant | January 2023 – May 2023

- Developed front-end for React Native app for Android and iOS providing science education to K-8 students
- Collaborated alongside graduate student and Saint Louis University professor to plan app direction

Skills

C++ | C# | CI/CD | CSS | Full Stack | Gradle | Git | HTML | Java | full stack JavaScript/TypeScript (Express.js, Next.js, Node.js, MERN stack, React, React Native) | Linux | Machine learning (scikit-learn, pandas, NumPy) | MongoDB (noSQL database) | Python | Unity 3D | Windows | Proficient in Microsoft Office suite | Conversant Spanish (with study abroad in Spain)