

Leiah Soriya Nay

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EDUCATION

McMaster University

Bachelors of Applied Science, Honours Computer Science Co-op

Sept 2021 - April 2025

- **Cumulative GPA: 4.0** (11.8 on a 12.0 scale)
- Golden Key Society: Placed in the top 15% of the program in the 2021-2022 and 2022-2023 school years
- Relevant Courses: Computer Networks and Security, Operating Systems, Databases, Data Structures and Algorithms, Object-Oriented Programming, Concurrent Systems, Data Mining

SKILLS

- Programming Languages: **Python, Java, JavaScript, Haskell, C, HTML/CSS, SQL, R**
- Frameworks and Tools: **Git, Pytorch, Pandas, NumPy, Linux** and Bash Scripting

PROFESSIONAL EXPERIENCE

Knowledgehook

Software Engineering Intern

May 2023 - August 2023

- Developed four interactive games in **Angular** using **Typescript, HTML and CSS**
- Utilized **Socket.io** to develop the base server-client architecture for a multiplayer game
- Designed adaptable APIs that can be utilized by other developers and those without coding experience
- Conducted **quality assurance and testing**, including usability testing sessions with colleagues
- Leveraged **GitHub** to effectively synchronize and co-develop software projects with other engineers

Knowledgehook

Content Engineer Assistant

May 2022 - August 2022

- Developed twelve interactive math tools using **Angular** that have been used by students globally
- Proposed alternative technical solutions to overcome design constraints and increase adaptability
- Collaborated with fellow software engineers to design interactives
- Created detailed bug tickets for various projects after performing quality assurance

Hatch Coding

Coding Coach

March 2021 - August 2021

- Taught students, of various levels, coding principles in **JavaScript** and **Python**
- **Debugged** issues in students' projects, often analyzing over a thousand lines of code

PERSONAL PROJECTS

Portfolio Website

May 2023 - August 2023

- A compilation of personal and professional projects created using Angular

Maze Dash

May 2020 - June 2020

- A multiplayer game created in **Java** using **object oriented design patterns**
- User(s) navigate through a randomly generated maze while avoiding obstacles

EXTRACURRICULAR ACTIVITIES

McMaster AI Society's Projects Team

September 2021 - Present

- **Cleaned a data set** of 3809 rows and 2118 columns and **selected training data**
- Developed a support vector machine in **Python** using **PyTorch, Pandas and NumPy** that determines whether opioid abuse victims improved in their recovery

McMaster Gymnastics and Parkour Club

September 2022 - Present