Leiah Soriya Nay

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EDUCATION

McMaster University

Bachelors of Applied Science, Honours Computer Science, *GPA: 3.93*   Sept 2021 - April 2025

- Golden Key Society: Placed in the top 15% of my program in the 2021-2022 school year
- Relevant Courses: Computer Networks and Security, Operating Systems, Databases, Data Structures and Algorithms, Object-Oriented Programming, Concurrent Systems

SKILLS

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

PROFESSIONAL EXPERIENCE

Knowledgehook

Gamified Education Content Developer (Co-op)   May 2023 - August 2023

- Developed four mini-games in **Angular** using **Typescript, HTML and CSS**
- Designed adaptable games that can be utilized by multiple grade levels
- Conducted **testing and quality assurance**, including numerous usability testing sessions with colleagues
- Utilized **Socket.io** to develop the base server-client architecture for a multiplayer game
- Leveraged **GitHub** to effectively synchronize and co-develop software projects with other engineers

Knowledgehook

Content Engineer Assistant (Co-op)   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 educators and fellow developers to design interactive math questions for students of varying levels and ages
- **Tested and conducted QA** to create detailed bug tickets for projects developed by myself and coworkers

Hatch Coding

Coding Coach   March 2021 - August 2021

- Taught students, in teams and one-on-one situations, coding principles in JavaScript and Python
- Discovered and **debugged** problems in students' projects, often analyzing a thousand lines of code

PERSONAL PROJECTS

Portfolio Website   May 2023 - August 2023

[Website Link](#)

- A compilation of personal and professional projects created using Angular

Maze Dash   May 2020 - June 2020

[GitHub Link](#)

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

EXTRACURRICULAR ACTIVITIES

Mac AI 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