

# Leiah Soriya Nay

ON, Canada · 437-991-7887 · [nayl@mcmaster.ca](mailto:nayl@mcmaster.ca) · [LinkedIn](#) · [GitHub](#) · [Portfolio Website](#)

## Education

**McMaster University - Bachelors of Applied Science, Honours Computer Science** (Sept 2021 - April 2025)

- Cumulative GPA of **3.93 on a 4.0 scale**
- 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, Web Development

## Skills

- Fluent Programming Languages: **Python, Java, JavaScript, Haskell, C, HTML/CSS, SQL**
- Frameworks and Tools: **Git, Pytorch, Linux and Bash Scripting**
- Interpersonal and leadership skills as developed through lifeguarding and other team environments

## Professional Experience

**Knowledgehook - Gamified Education Content Developer (Co-op)** (May 2023 - Present)

- Developed math games in Angular using Typescript, HTML, and CSS, adaptable for various grade levels
- Conducted useability testing sessions
- Used Socket.io and other frameworks to collaboratively develop the backend of a multiplayer game

**Knowledgehook - Content Engineer Assistant (Co-op)** (May 2022 - August 2022)

- Developed 12 interactive math tools using Angular to be used by students globally
- Proposed alternative technical solutions to overcome design constraints and increase adaptability
- Tested and conducted QA to create detailed bug tickets for projects developed by myself and coworkers
- Leveraged GitHub to effectively synchronize and co-develop software projects with other engineers

**Schwartz/Reisman Centre - Lifeguard and Swim Instructor** (August 2021 - January 2022)

- Communicated with children of various levels and ages, in both groups and private classes, on the techniques of various swimming strokes and skills

**Hatch Coding - Coding Coach** (March 2021 - August 2021)

- Taught children, in both teams and one-on-one situations, how to code in Python and JavaScript
- Discovered and debugged issues in students' programs

## Personal Projects

**Maze Dash** (May 2021 - June 2021)

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

**Portfolio Website** (May 2023 - Present)

- A compilation of mathematical games and interactives created using Angular

## Extracurricular Activities

**Mac AI Projects Team Member** (September 2021 - Present)

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