LEON LEI

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EDUCATION

Brown University (Computer Science Sc.B., pursuing a 4-yr Concurrent Masters)   2016 - 2020
- **GPA:** 3.85 (Concentration) / 3.75 (Cumulative)
- **Select Courses:**

Deep Learning*	Statistical Inference I	* *in progress*
Artificial Intelligence	Discrete Structures & Probability	
Intro to Software Engineering	The Matrix in CS (Linear Algebra)	
Creating Modern Web Apps	Multivariable Calculus Honors	
Programming Languages*	Intro to Cognitive Neuroscience	
Intro to Computer Graphics*	Designing Internet Marketplaces	
Intro to Computer Systems	Intermediate Microeconomics (Mathematical)	
Collaborative Robotics	Biotechnology in Medicine*	

SKILLS

- **Programming:** Java, Python, JavaScript (ES6), R, C, C++, C#, Pyret, MATLAB
- **Web Technologies:** HTML, CSS, Node.js, React.js, SQL, MongoDB, AWS S3 and EC2
- **Other Technologies:** Windows, Linux/Unix, Unity, RStudio, R Shiny, D3.js, Eclipse, Android Studio

EXPERIENCE

Artificial Intelligence UTA   Brown University CS   Providence, RI   08/2018 - 12/2018*
- Work closely with the other TAs and professor to revamp course materials and assignments
- Help students with conceptual and assignment-related questions at weekly TA-hours and on Piazza

Data Science Intern   Roche – Genentech   New York, NY   05/2018 - 08/2018
- Developed an advanced visualization tool for patient journey analysis using real-world data
- Processed large amounts of patient data, producing optimizations with ~40x speedup
- Assisted researchers in generating visualization trees for a XGBoost machine learning use case
- Presented work via teleconference to Roche's global leaders in real-world data and visual analytics

Research Intern   University of Miami   Coral Gables, FL   05/2017 - 07/2017
- Played a valuable role in the lab's activities and influenced direction of the project's development
- Wrote code and developed tools for the processing and visualization of the lab's data
- Authorship on presentations given at conferences/meetings in Philadelphia, Norwich, Amsterdam, etc.
- Poster: goo.gl/25aZvG | Code: github.com/leibo123/social-networks

Other: Tech Support Assistant, Chinese School TA, Lifeguard, Summer Camp Counselor

LEADERSHIP/ACTIVITIES

- Secretary of Brown Chinese Students Association (2018-present)
- Programmer in Brown-RISD Game Developers (2017-present)
- Treasurer of Brown Go Association (2017-present)
- Violinist in Brown Chamber Orchestra (2016-present)
- Lifestyle Writer for Post- Magazine (2017)
- Brown Learning Exchange Facilitator (2017)
- High School: American Computer Science League team founder, Math Honor Society president, National Honor Society treasurer, Go Club founder/president, school newspaper publisher/editor-in-chief, independent science research, Varsity Swimming/Tennis, Columbia University SHP

PROJECTS

- *ABOT Website Redesign* (abotdatabase.info) – for Brown's Humanity Centered Robotics Initiative
  - worked with a team of Brown/RISD students; chief role in maintaining communication with clients
  - implemented new features such as search/filter, and radial plot visuals for robot feature scores
- *PickPoker* – an online multiplayer poker app for playing classic favorites or with custom game rules
- *Granny and Squirtsworth* – a puzzle platformer developed with Brown-RISD Game Developers
- *ROS-enabled Teleoperation with the Microsoft HoloLens* – research on robot to AR interfacing
- *SwipeDaddy* – concepts/prototype of a meal-sharing social app developed at Hack@Brown 2018
- *SnapHistory* – concepts/prototype of a location-based social app developed at Hack@Brown 2017