# **LEON LEI**

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# **EDUCATION**

Brown University (Computer Science Sc.B., pursuing a 4-yr Concurrent Masters) May 2020

- **GPA:** 3.86 (Degree) / 3.75 (Cumulative)
- Relevant Coursework: Artificial Intelligence, Deep Learning\*, Intro to Software Engineering, Creating Modern Web Apps, Programming Languages\*, Intro to Computer Graphics, Intro to Computer Systems, Collaborative Robotics, Accelerated Intro to CS (Data Structures, Algorithms and Analysis), Statistical Inference, Discrete Structures & Probability, The Matrix in CS (Linear Algebra), Multivariable Calculus Honors, Biotechnology in Medicine\*, Intermediate Microeconomics (Mathematical)

# **TECHNICAL SKILLS**

- Programming: Java, Python, JavaScript (ES6), C, C++, C#, R, Pyret, TensorFlow, 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 at weekly hours and on Piazza with conceptual questions and debugging in Python

**Data Science Intern** Roche – Genentech New York, NY 05/2018 - 08/2018

- Used R Shiny and D3.js to develop an advanced visualization tool for patient journey analysis
- Processed large amounts of real-world patient data, producing optimizations in R with ~40x speedup
- · Assisted researchers in generating visualization trees for an 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
- Used C# and MATLAB to develop tools for the processing and visualization of the lab's research 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, Lifequard, Summer Camp Counselor

### LEADERSHIP/ACTIVITIES

- Secretary of Brown Chinese Students Association (2018-present) forms/sheets, notes, planning, etc.
- Programmer in Brown-RISD Game Developers (2017-present) programming with C# in Unity
- Treasurer of Brown Go Association (2017-present) secure funds for organization, planning, etc.
- Violinist in Brown Chamber Orchestra (2016-present) also play with friends in a separate group
- Lifestyle Writer for Post- Magazine (2017) the Brown Daily Herald's arts and culture magazine
- Brown Learning Exchange Facilitator (2017) volunteer to teach local middle school students CS

#### **PROJECTS**

- ABOT Website Redesign (abotdatabase.info) for Brown's Humanity Centered Robotics Initiative
  - o worked with a team of Brown/RISD students; chief role in maintaining communication with clients
  - o used Node.js and MongoDB for back-end, HTML/JS/CSS for front-end and AWS for deployment
  - o improved and implemented many new features and continue to manage/update the site
- PickPoker a multiplayer poker web app with custom game rules developed in Java and JavaScript
- Granny and Squirtsworth a puzzle platformer developed in Unity with Brown-RISD Game Developers
- ROS-enabled Teleoperation with the Microsoft HoloLens research project 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

### **AWARDS/HONORS**

- Mu Alpha Theta (Math Honor Society) Scholarship (2016) awarded to ~50 students in the US
- American Go Foundation College Scholarship (2014) awarded to 2 students in the US