### Leo LeBlanc III

Software Engineer with 5+ years of industry experience driving impactful feature enhancements for platforms serving over 1 million users. Seeking a transition from working independently to collaborating with a community of engineers and problem solvers.

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#### WORK EXPERIENCE

## **Skillz, Inc.** | San Francisco, CA Android Software Engineer

July 2017 - March 2019

- Implemented a first-time user experience to introduce millions of players to Skillz Chat using React Native with JavaScript
- Decreased chat loading times by over 90% for over 1 million users
- Worked with 5+ external developers to integrate their games with Skillz
- Worked with games used on the Skillz platform, namely Diamond Strike and Cave Runner

#### Full Stack Software Engineer

September 2019 - July 2022

- Service owner for games.skillz.com, the face of Skillz for prospective developers and players
- Implemented 90% of the features visible on games.skillz.com using Next.js with TypeScript and Node.js
- Integrated internal and external REST APIs to show Skillz platform features available per game
- Proposed and integrated Cypress and Jest for feature testing, reducing deployment times by 75% and eliminating regressions
- Used GitHub Actions and Argo CD to deploy updates for games.skillz.com with 99% success rate

## **Self-Employed** *Entrepreneur*

August 2022 - Present

- Analyze global markets and manage risk for financial opportunities
- Create algorithmic trading systems in C++ for use in Sierra Chart
- Automate trade tracking metrics and create dashboards through Apps Scripts on Google Sheets

# **DataAnnotation** | Remote Software Engineering Specialist

January 2025 - Present

- Assess AI models used by industry leaders for accuracy and efficiency
- In scenarios where AI is incorrect, document explanations of errors and provide coding solutions in JavaScript, TypeScript, and Python
- Generate edge test cases to improve AI problem solving capabilities

#### **EDUCATION**

University of California, Berkeley B.A. Computer Science August 2013 - May 2017

#### **SKILLS**

#### Languages

JavaScript, TypeScript, HTML, CSS, SCSS, SASS, Java, C++, Bash, Python, SQL, Ruby

#### **Technologies**

React, Next.js, Node.js, JSON, Git, Jest, Cypress, Webpack, Redux, NPM, Yarn, REST API, SEO, SonarQube, Android, Selenium, MySQL, React Native, NoSQL, PostgreSQL, Ruby on Rails, AWS, Argo, OAuth, Docker, Kubernetes

#### **Tools**

GitHub, GitHub Actions, Google Analytics, Google Optimize, Datadog, ESLint, Lighthouse, Homebrew, Jenkins, Charles, Apiary, Swagger, Postman, Jira, Figma, Slack, XCode, Greenhouse, Okta

#### **Practices**

Agile, Scrum, SDLC, CI / CD, UI / UX, On-Call, CIT, UAT, Quality Assurance, Integration Testing, Unit Testing, Responsive Design, API design, DevOps, Debugging

#### Collaboration

Technical Design Documents, Business Requirement Documents, Code / Process Documentation, Code Reviewing, Pair Programming, Mentoring