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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GitHub

WORK EXPERIENCE

Skillz, Inc. | San Francisco, CA
Mobile Software Engineer

July 2017 – March 2019

- Working on the Skillz SDK for both iOS and Android devices
- Implemented a first-time user experience to introduce millions of players to Skillz Chat using React Native
- Decreased chat loading times by over 90% for over 1 million users
- Worked with 5+ external developers to integrate their games with Skillz

Full Stack Software Engineer

March 2019 – July 2022

- Service owner for games.skillz.com, the face of Skillz for new players
- 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
Quantitative Software Engineer

August 2022 – Present

- Analyzing global markets, researching methodologies for modeling market behavior, and managing financial risk
- Implementing trading systems by writing algorithms in C++ for Sierra Chart, increasing decision speed by 25%
- Automating trade metric exports through Apps Scripts in Google Sheets, reducing review time by 50%
- Creating analytic dashboards in Google Sheets, allowing for data-driven strategy adjustments

DataAnnotation | Remote
Software Engineering Specialist

January 2025 – Present

- Specialist in the refinement and validation steps of the GenAI pipeline
- Evaluating AI models used by industry leaders for accuracy
- Documenting explanations of AI coding errors and providing solutions in JavaScript, TypeScript, and Python
- Generating edge test cases to improve AI problem solving capabilities, improving model accuracy by 10%

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, 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