LEON YAO

778-229-3669 ⋄ leoncyao@gmail.com, https://leoncyao.github.io/blog/

EDUCATION

University Of Toronto *September 2017 - April 2021 (est.)*
Bachelor Of Science - B.S, Computer Science, Mathematics - 3rd Year **CPGA: 3.7/4**

Relevant Courses: Software Design, Data Structures, Advanced Algorithm Design, Artificial Intelligence, Software Tools and Systems Programming, Theory of Computation, Computer Organization, Machine Learning, Operating Systems, Probabilistic Learning and Reasoning

SKILLS

Languages:	**Python, C#, C, C++, Java, Javascript, Swift, Julia, HTML**
Software:	**Visual Studio, Unity, git**

WORK EXPERIENCE

Lab Programmer May 2019 - August 2019
University Of Toronto

· Worked on iPad games designed to test child brain function
· Used Swift to make application;s user interface
· Coordinated with psychology students to implement psychological tests and record results

Teaching Assistant - MAT135/MAT136 September 2019 - April 2020
University Of Toronto

· Led tutorials for Calculus I and Calculus II
· Taught modeling and problem solving skills to first year students

PROJECTS

3D Chess github.com/leoncyao/3DChess

· Worked with Unity to make a three dimensional chess game
· Implemented local area network play in C# with Sockets

Restaurant Ordering System github.com/leoncyao/RestaurantOrderingSystem

· Collaborated with 3 students to create an ordering system and a UI using JavaFX
· Implemented design patterns such as Observable and Model-View-Controller
· Used Git to keep workflow organized and distributed

AWARDS

Daisy Intelligence Hackathon - First Place

· Implemented gradient descent using Python's Numpy library to optimize the behavior of a simulated racecar

VOLUNTEERING

Byte Camp Summer 2016
Teaching Assistant

· Assisted coding instructors at several camps at community centers around Vancouver
· Guided students with their own personal projects on topics as 3D Modelling, 2D Game Design, and Mobile App development