

# LEONARD LIVSHITS

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## EDUCATION

**University of Illinois at Urbana-Champaign**

*Bachelor of Science in Computer Science + Philosophy*

Expected Graduation May 2027

GPA: 3.67/4.00

### Related Coursework:

Data Structures

Computer Architecture

Statistics and Probability

Linear Algebra

## TECHNICAL SKILLS

**Programming Languages:** Java, C#, Python, C++, HTML, CSS, JavaScript, TypeScript, Rust

**Tools:** Git, Unity, Blender, Pandas, React, TailwindCSS, Scikit-Learn, Matplotlib, Maven, Tauri, Vite, Jupyter Notebooks, SQL

**Spoken Languages:** English, Russian, Proficiency in Spanish

## WORK EXPERIENCE

**University of Illinois**

Champaign, IL

*CS128H Course Assistant*

January 2026 – Present

- Held weekly office hours to assist 40+ students in learning Rust, focusing on concepts such as borrowing, ownership, and multithreading
- Maintained course website, featuring up to date information on course policies and instructional videos
- Mentored students in developing a Rust-based final project

**Potbelly Sandwich Shop**

Champaign, IL and Northbrook, IL

*Certified Trainer*

February 2023 – Present

- Trained 15 new employees in front and back of house duties
- Handling transactions and customer service, maintaining high customer satisfaction
- Expediting and preparing orders during rush hours

**McDonald's**

Northbrook, IL

*Team Member*

August 2021 – February 2023

## PROJECT EXPERIENCE

**Encrypted Chat App (Rust and Typescript)**

October 2025 – December 2025

- Created a secure, end to end encrypted, server-based Chat App using Rust for backend message handling and server connection
- Used React, Typescript, HTML, CSS, and TailwindCSS for the frontend and connected frontend to backend using Tauri
- Used Git to manage contributions from a team of 3 people
- Implemented real-time communication, user authentication, and encrypted data storage with SQL

**Dronetrix (C# and Unity)**

January 2025 – August 2025

- Created a VR game using Unity, GitHub, Visual Studio, C#, and Blender in a team of 3
- Created game objects and environments, scripted their behaviors, modelled and textured them in Blender
- Assisted in creation of a neural network based movement algorithm for game objects

## LEADERSHIP

**Slavic Cultures Club**

Northbrook, IL

*Founder and President*

August 2022 - May 2025

- Grew club attendance from 0 to 50 members
- Fundraised funds for humanitarian aid in Ukraine

**Coding Club**

Northbrook, IL

*Vice President*

August 2024 - May 2025

- Taught Python and HTML skills to 30 club members
- Worked in a team to lay foundations for organization of a multi-day hackathon for the local community