Leonard Livshits

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Education

University of Illinois at Champaign-Urbana Aug. 2025 – May 2027
B.S. Computer Science + Statistics (GPA: 3.67/4.0) *Champaign/Urbana, IL*

Relevant coursework: Data Structures, Computer Architecture, Statistics and Probability, Linear Algebra

Experience

Course Assistant - CS128 Honors (Rust) Jan. 2026 – Present
University of Illinois at Champaign-Urbana *Champaign, IL*

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

Certified Trainer Feb. 2023 – Present
Potbelly Sandwich Shop *Northbrook and Champaign, IL*

- 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

Crew Member Aug. 2021 – Feb. 2023
McDonald's *Northbrook, IL*

Projects

IlliniChat | *Rust, TypeScript, React, SQLite, Tauri* Oct. 2025 – Dec. 2025

- Created a secure, 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 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 SQLite

Fantasy Premier League Assistant | *Python, Jupyter Notebooks, Pandas, Scikit-Learn* Sep. 2025 – Dec. 2025

- Created a website to assist Fantasy Premier League Players in choosing optimal players by using machine learning
- Used React, Typescript, HTML, CSS, and TailwindCSS for the frontend, FastAPI for the backend, and Python for the prediction and optimization algorithms
- Used Pandas and Scikit-Learn to import past player data from a .csv file and predict future performance using various algorithms such as XGBoost, Random Forest, Linear Regression, and Lasso

Dronetrix | *C#, Unity, Blender, Git* Jan. 2025 – Sep. 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

Technical Skills

Programming Languages: Java, Python, Rust, C#, C, C++, JavaScript, TypeScript, HTML, CSS, R, SQL
Tools: React, Node.js, Git, Unity, Blender, Maven, Tauri, Vite, Jupyter Notebooks, SQLite
Libraries: pandas, NumPy, Matplotlib, Scikit-Learn, TailwindCSS
Languages: English (Native), Russian (Native), Spanish (Proficient)

Leadership and Extracurriculars

SigAIDA | *Member* Aug. 2025 – Present

- Participate in weekly Machine Learning and AI code puzzles in Python
- Work on semester-long group projects implementing AI and ML