

ERIC LEONG

Computer Science Student & Software Engineer

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in eric-leong

mageofboy

EXPERIENCE

Software Engineering Intern – Norton

Symantec

Jun. 2019 – Aug. 2019

Culver City, CA

- Developed a performance testing pipeline for Android apps using Java/Kotlin, Docker and Jenkins, automating the analysis of app performance and the comparison across product releases.
- Revamped the Android performance testing library, which collected app performance data, to be compatible for automated analysis and created additional performance tests.
- Created a Python algorithm using data analytic tools to perform comparative analysis on app performance data, creating alerts for manual analysis if performance difference exists.

Software Engineering Intern

CatalistX

Nov. 2018 – Feb. 2019

Berkeley, CA

- Worked with React, Django, HTML/CSS, and SQL on the full stack, creating small enhancements throughout the website.
- Developed and designed the chat feature, which became the primary mode of communication between users.

Web Committee Co-Director

IEEE Berkeley

Jan. 2018 – Present

Berkeley, CA

- Lead a cohort of 5 web officers through the process of maintaining and improving the IEEE Berkeley website, using React.js, NodeJS, HTML/CSS.
- Designed a new development cycle, increasing overall productivity: number of projects completed rose from 1 to 5.
- Redesigned the main website to improve user experience and to implement mobile support.

RESEARCH

Research Assistant

Williams Lab – U.C. Berkeley

Sep. 2018 – Present

Berkeley, CA

- Constructing a pipeline composed of DNA analysis tools and data processing algorithms with the end goal of establishing a measure of genetic convergence.
- Developed a Python algorithm that efficiently extracts large numbers of DNA sequences from database and computes orthologous gene mappings between species.
- Optimized extraction API to use POST request instead of the GET request, reducing runtime from 50+ days to 4 hours.

EDUCATION

University of California, Berkeley

B.A. in Computer Science – GPA: 3.89/4.00

Aug. 2017 – May 2021

Honors:

- Dean's List – Top 1/10 GPA in College of L&S
- Upsilon Pi Epsilon – Top 1/3 of CS Majors

Relevant Coursework:

- Algorithms, Data Structures, Machine – Structures, A.I., Discrete Math & Probability Theory, Operating Systems, Principles & Techniques of Data Science, Optimization Models in Engineering, Web Design

PROJECTS

Candidate Tracker – Spring 2019

- Worked in a small team to develop a Firebase web app for UPE that kept track of candidate requirements and allows checking in at events.
- Integrated the Firebase database with the web app, and worked on the check in functionality.

PacMan AI – Spring 2019

- Implemented reinforcement learning, probabilistic inference, search techniques, and basic machine learning algorithms in Python.
- Applied these algorithms to build Pacman agents that solve mazes in many settings.

Fanometer – Fall 2018

- Worked with 3 others to develop a feature that increases fan engagement using Arduino which recorded amplitude of ambient cheering.
- Developed the Django web app that retrieved amplitude data from a connected Arduino and displayed the moving average dynamically.

SKILLS

Programming Languages:

Python, Java, HTML/CSS, Javascript, C, SQL, Kotlin, Golang

Technologies:

React.js, Android, Node.js, Docker, Django, Jenkins, Firebase, Git, NumPy, Pandas

Others:

Research, Data analytics, Web Design, UI/UX, PAML, RERConverge