

LEO WANG

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[LinkedIn](#) [Portfolio](#) [Github](#)

EDUCATION

University Of British Columbia
Bachelor of Science in Computer Science

- **Cumulative Average:** 81%
- **GPA equivalency:** 3.75 / 4.33

Graduated May 2024
Vancouver, B.C.

National University Of Singapore
Exchange Student in Computer Science

Jan 2023 – Apr 2023
Singapore

EXPERIENCE

Voronoi Health Analytics
Software Engineer

Jun 2023 – Sep 2023
Vancouver, B.C.

- Streamlined the engineering team's data accessibility by designing an intuitive **encrypted database** for medical files, leading to a boost in overall work efficiency (*SQLite, SQLCipher, C++*).
- Led the **backend** development for a new simplified automatic medical imaging annotating and reporting software (*MATLAB, C++, Qt*).
- Collaborated in an Agile environment, utilizing practices such as stand-up meetings, sprint review, and sprint planning.

Voronoi Health Analytics
Software Engineer Intern

Jan 2022 – Aug 2022
Vancouver, B.C.

- Enhanced performance of processing medical scans by integrating **multithreading** into our flagship data analysis facilitation software, substantially improving efficiency and user experience (*MATLAB, C++*).
- Programmed scripts to automate large-scaled data analysis and organization tasks for accommodating clients world-wide, prompting an improvement in client-company relationship (*Python*).
- Contributed to the adoption of accessing a medical imaging database server (PACS) directly in our application, allowing seamless communication and retrieval of medical information on the cloud (*HTML, CSS, JavaScript, C++*).

PROJECTS

AniMatch – [Anime Recommendation Tool](#) | *Python, PyTorch, JavaScript, Vue, GraphQL*

Present

- Incorporated **OAuth2** implicit grant flow for secure **user authentication** to allow personal recommendations aimed at specific users and their unique preferences.
- Transformed and validated large-scaled datasets into embeddings for **model training** using PyTorch's Dataset and DataLoader classes to seamlessly integrate mini-batching.
- Built a **scalable pipeline** to query, process, and store anime metadata from a GraphQL API, incorporating rate-limiting safeguards, retry logic, and error response handling.

Leo Drinks Coffee – [Blog](#) | *React, Next.js, TypeScript, Vercel, Supabase, Postgres*

Maintaining

- Developed a responsive **full-stack** blog for reviewing coffee shops and espresso drinks.
- Implemented dynamic filtering, enabling users to sort reviews by criteria such as country, rating, date, and tags through seamless API calls.

Aria – [Video Game](#) | *C++, ImGui, OpenGL, SDL2*

Jan 2023 – Dec 2023

- Designed the backend built on an **Entity Component System** framework to efficiently create and handle game entities, providing a fundamental and **future-proof** game design system.
- Improved the level-building system by refactoring the rendering and scaling system for game entities, resulting in **increased productivity** of the team for subsequent deadlines.
- Ensured consistent stability and robustness before future releases by **analyzing player feedback** and **organizing quality assurance testing**.

Languages: Python, Java, JavaScript/TypeScript, C++, C, SQL.

Technologies: Git, PyTorch, HTML/CSS, Node.js, Sass, Bootstrap, Docker, MATLAB, LaTeX, Tailwind.

Hobbies: Espresso, Gaming, Ultimate Frisbee, Content Creation (YouTube/Twitch)