

# Ryan Leung

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## WORK EXPERIENCE

**INFOR VIVONET** | QUALITY ASSURANCE ASSOCIATE  
May 2018 – Dec 2018 | Vancouver, BC

- Accomplished being a Scrum Master helping our team to communicate more effectively internally and externally.
- Interacted with the developers and assisted them in creating unit tests for their new feature code.
- Participated in a legacy application re-build creating a prototype React-Native mobile application.

**GARDAWORLD** | SCREENING OFFICER SUPERVISOR  
May 2015 – Oct 2019 | Vancouver, BC

- Led teams in situations with over 10000 passengers within a 6-hour span.
- Displayed professionalism and customer service when assisting passengers with general inquiries, technical issues, and departmental communication.

## EDUCATION

**BCIT**  
**COMPUTER SYSTEMS TECHNOLOGY**  
Started Jan 2020 | Vancouver, BC  
GPA: 94%

**LANGARA COLLEGE**  
**ASSOCIATE OF SCIENCE**  
2018 | Vancouver, BC  
Algorithms and Data Structures  
Program Design  
Descriptive and Elementary Inferential Statistics  
Using Excel for Statistics

## TECHNICAL SKILLS

JavaScript • TypeScript • Node.js  
React • Redux • Python • C++  
Java • HTML • CSS • React-Native  
NoSQL • SQL • Linux • Git  
Agile Development

## PROJECTS

**SORTING VISUALIZER** | WEBSITE, GITHUB

August 2020 | Personal

Technologies used: React, Redux, Javascript, HTML, CSS

- Built a React / Redux application for visualizing sorting algorithms
- Implemented Bubble Sort, Merge Sort, Heap Sort, and Quick Sort

**TETRIS GAME** | GITHUB

August 2020 | Personal

Technologies used: Swift, SpriteKit, XCode

- Built an iOS mobile application for a Tetris game
- Implemented different subclasses for every shape in the Tetris game
- Created different gesture detections for an interactive game experience

**SUDOKU PUZZLE GAME** | GITHUB

August 2020 | Personal

Technologies used: Python, Pygame

- Built a Python application for an interactive Sudoku puzzle game
- Implemented backtracking algorithm to create and solve Sudoku puzzles
- Created a GUI for users to interact/play the generated Sudoku puzzle as well as visualize the solving algorithm

**Q-UP** | WEBSITE, GITHUB

April 2020 - May 2020 | Group

Technologies used: Firebase, Express, React, Node.js, Algolia

- Q-Up is a online platform that lets customers "line up" virtually for their favorite local businesses
- Built and deployed the FERN tech stack, implementing a REST API for our React.js web application
- Heavily contributed in both Front-end and Back-end development

**NEAREST STORE VISUALIZER** | GITHUB

April 2020 | 12 Hour Hackathon, Group

Technologies used: Python, Pandas, Folium, Google Cloud Platform

- Built a Python application for visualizing nearest grocery stores based on user's location ranking each option available based on distance, wait time, and crowdedness.
- Implemented logic to determine the user's location and parse data from Google API
- Used Pandas to organize data and created an HTML based leaflet map visualization using Folium

**ZOMBIE CLICKER GAME** | WEBSITE, GITHUB

Feb 2020 | Personal

Technologies used: Javascript, HTML, CSS

- Built a VanillaJS application for implementing a simple clicker game
- Used extensive CSS and Javascript to create animations and game logic