

Ryan Leung

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TECHNICAL SKILLS

Proficient with:

JavaScript • TypeScript • Node.js
React • Redux • Python • Java • C
C++ • HTML • CSS • SCSS
NoSQL • SQL • JUnit • Mockito
Git • Jira • Agile Development

Familiar with:

Linux • C# • Unity • React-Native
JMeter • Swift • Kubernetes • Docker

EDUCATION

**BRITISH COLUMBIA
INSTITUTE OF TECHNOLOGY**
COMPUTER SYSTEMS TECHNOLOGY
Expected Graduation: May 2022
Vancouver, BC | GPA: 94%

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

LEADERSHIP

**STUDENT SET
REPRESENTATIVE**
BCIT STUDENT ASSOCIATION
January 2020 - Present

**SUPERVISOR,
SCREENING OFFICER**
GARDAWORLD
May 2017 - October 2019

LINKS

Github:// [rleung1004](#)

Personal:// [ryanleung.ca](#)

LinkedIn:// [ryan-wk-leung](#)

EXPERIENCE

GLOBAL RELAY | SOFTWARE ENGINEER INTERN (BIG-DATA)
Starting Jan 2021 | Vancouver, BC

INFOR | SOFTWARE ENGINEER IN TEST INTERN (QUALITY ASSURANCE)
May 2018 – Dec 2018 | Vancouver, BC

- Accomplished being a Scrum Master helping our team to communicate more effectively internally and externally.
- Collaborated with developers and product owners to formulate test scenarios implementing it using testing frameworks such as JUnit, Mockito, and JMeter.
- Participated in a legacy application re-build creating a prototype React-Native mobile application.

PROJECTS

RUBY'S ADVENTURE | [GITHUB](#)

October 2020 | Personal

Technologies used: C#, Unity, Visual Studio, Unity Editor

- Built a RPG world style game where the main character explores the game world to fix attacking robots
- Implemented C# scripts to create world interactions and game behavior
- Created sprite animations, world physics behavior, game particles, world design for an interactive game experience

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

SUDOKU PUZZLE GAME | [GITHUB](#)

August 2020 | Personal

Technologies used: Python, Pygame

- Built a Python application for an interactive Sudoku puzzle game
- Implemented a 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 an 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