

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 excellent customer service when assisting passengers with general inquiries and technical issues
- Carried out excellent internal and external departmental communication

EDUCATION

BRITISH COLUMBIA INSTITUTE OF TECHNOLOGY

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 Inferential Statistics
Using Excel for Statistics

TECHNICAL SKILLS

JavaScript • TypeScript • Node.js
React • Redux • Python • Java • C
C++ • Swift • HTML • CSS • SCSS
React-Native • NoSQL • SQL
JUnit • Mockito • Git • Linux
Docker • Jira • 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 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

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