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 effective 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

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

HANGMAN GAME | Website, Github

March 2020 | Group
Technologies used: Javascript, HTML, CSS, Bootstrap, Firebase

- Built a VanillaJS application for implementing a Hangman game
- Used CSS and Javascript to create animations and game logic
- Implemented a leaderboard using Firebase Realtime Database

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