Ryan Leung

ryanleung1004@gmail.com | 604.445.5683

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