

Ryan Leung

rleung95@my.bcit.ca | 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
Swift • Kubernetes • Docker

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

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

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.

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

ZOMBIE CLICKER GAME | WEBSITE, [GITHUB](#)

Feb 2020 | Personal

Technologies used: Javascript, HTML, CSS

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