

Sunheng Leng

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EDUCATION

California State University, Los Angeles

Computer Science

Los Angeles, CA, USA

Sep 2021 - Month Year

East Los Angeles College

none

Monterey Park, CA, USA

Jan 2018 - Dec 2022

TECHNICAL SKILLS

Programming Languages: Python, C++ , Java, MySQL, HTML, JavaScript, LaTeX

Libraries and Tools: GitHub, Git, Django, Anaconda, Eclipse, IntelliJ, VSCode, BootStrap, NodeJS, Curie, Delta

OTHER SKILLS

- Time Management: Ability to effectively plan and prioritize tasks.
- Team Leadership: Experience leading groups in projects and events.
- Bilingual: Fluent in English and Tecochew/Chiu Chow. Professional work proficiency in Mandarin Chinese.

WORK EXPERIENCE

Recreation Leader

City of Monterey Park, CA, USA

May 2023-present

- Supervised for recreational classes offered by the City of Monterey Park. Responsible for opening, setting, cleaning, and closing up for classes.
- Assisted with occasional setup, supervision, and cleanup up of city-wide events such as festivals, ceremonies, and special events.
- Responsible for dealing with a variety of individuals, ranging from senior citizens to young children.

Student Researcher

Cal State LA, CA, USA

March 2024-present

- Worked under Dr. Negin Forouzesh throughout the summer PREC program sponsored by NSF to reproduce results previously created by her masters student.
- Intersection between chemistry and computer science to simulate protein-ligand binding for HIV-1 protease to aid drug discovery. Used AMBER and Curie cluster to run VR simulations of the protein-ligand docking.
- Moved forward in the research by further exploring 8 more different ligands that bind to HIV-1 Protease via the innovative VR approach to visualizing drug discovery.

PROJECTS

- **Jeopardy Python Game**, Worked in a team of 3 to recreate a Jeopardy game board using Python GUIs that offer questions under the computer science topic [GitHub](#)
- **Book Exchange System**, Worked in a team of 6 to create an online book exchange system that functions like a bookstore, where users can add and remove books using Anaconda and Python [Try it!](#)
- **Skyfall**, Used Unity and CSharp to create a VR game revolved around the idea of skydiving. Includes music, assets, and Oculus controls. [GitHub](#)
- **Shared Spirits**, Worked in a team of 3 to create a monster tamer game in Unity and CSharp similar along the lines of a Pokemon game. [Try it!](#)

EXTRACURRICULAR ACTIVITIES

- **Student Member** in CSULA chapter of Association of Computing Machinery (ACM) - Sep 2021 - current
- **Student Member** in Technical Interview Prep for Software Engineers (TIPSE) - Oct 2023 - present
- **Student Member** in National Society of Leadership and Success (NSLS) - Mar 2023 - present
- **Student Member** in National Society of Collegiate Scholars (NSCS) - Jun 2022 - present
- **Student Member** in Code Brew - Oct 2021 - Oct 2022
- **Student Member** in STEM Advantage - Oct 2021 - present