

LEO JEONG

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EDUCATION

University of Toronto

Computer Science Specialist Co-op Student / September 2022 ~ June 2027 / Toronto, ON

STACK

Python / C / JavaScript / HTML / CSS / React.JS / Tailwind-CSS / Unity C# /

Unreal Engine 5.3 - C++, Blueprint / MySQL / Figma / Node.JS / Flask

PROJECTS / WORK EXPERIENCE

Music Sequencer

Student Developer / March 2023 ~ March 2023 / Toronto, ON

- Created a primitive music sequencer as part of CSCA48 Intro to Computer Science.
- Utilized C, BST, and Recursion algorithm to create a sequencer for reversing music and tone control.

Udemy Rocket Flier

Unity Developer / September 2020/ Toronto, ON

- Developed a side-scrolling platformer where the player flies a rocket through an alien planet as a part of a Udemy course.

Food Sales Website

Full Stack Developer / February 2023 ~ March 2023 / Toronto, ON

- Created a mock-up food commerce website for CSCB20 with a team. Also created a functional sales website with login, purchase, and shopping cart functions using Flask, CSS, HTML, JS, and SQLite.

Waktapulse FPS Project

Unreal Engine Developer/ Level Designer / June 2022 ~ Current / Toronto, ON

- Ongoing project of creating an Overwatch-inspired hyper FPS genre shooter.
- Core game logic, ray-cast and physics-based projectiles, and modular skill system implemented via Unreal Engine Blueprint and C++.
- Application of Linear Algebra concepts learned through University of Toronto's MATA22 and MATB24.
- 3D models, rigging, weight painting, animation, procedural material, VFX done via Blender3D.
- Texture baking and UV unwrapping are done via Adobe Substance Painter and Photoshop.
- Currently in process of building a backend for matchmaking and replication based multiplayer system with AWS.

Waktapulse Homepage

Full-Stack Developer / April 2024 ~ Current/ Toronto, ON

- Designed and developed a homepage for an ongoing Waktapulse FPS project using React.JS, Node.JS, and MySQL.
- Implemented responsive UI, a download page, and a log-in system.

Clubs/Volunteering/Leadership

CSEC Computer Science Enrichment Club

Executive / September 2022 ~ August 2023 / Toronto, ON

- GitHub administrator of the CSEC organization (<https://github.com/csecutsc>).
- Member of the CSEC executives which hosted events for developers and CS enthusiasts at UofT.

Google Developer Student Club – UTSC

Executive / November 2023 ~ Present / Toronto, ON

- Member of the executive board of GDSC, elevating developers and coders of UofT to a new height.
- Invoked community engagement for GDSC-hosted events such as ML Study Jams, GenAI Genesis, and DevFest.

GenAI Genesis 2024 Hackathon

Organizing Committee / February 2024 ~ Present / Toronto, ON

- Member of the collaborative Marketing Team promoting the largest AI hackathon in Canada to maximize student engagement.
- Created graphic design projects and managed social media advertisements in a collaborative marketing team of UofTAI, UTMIST, and GDSC-UTSC.