Leon Zhao

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EDUCATION

University of Delaware — Newark, DE

Bachelors in Mathematics and Computer Science (GPA 3.99/4.0) — Fall 2021–Spring 2022

- Relevant CS Coursework: Intro to Computer Science I & II, Data Structures, Computer Vision, Bioinformatics, Graduate Modern Machine Learning
- Relevant Math Coursework: Calculus I-III, Discrete Math I, Linear Algebra, Abstract Algebra, Graduate Combinatorics, Graduate Spectral Graph Theory, Real Analysis, Graduate Algebra

New York University — New York City

Bachelors in Mathematics and Computer Science — Fall 2022 –Spring 2024

- Relevant CS Coursework: C++ Objected Oriented Programming, Advanced Algorithms and Geometry, Operating Systems, Computer Architecture, Grad Deep Learning
- Relevant Math Coursework: Ordinary Differential Equations, Applied Probability, Graduate Statistics, Applied Statistics, Graduate Game Theory

EXPERIENCE

Amazon — Boston, Massachusetts

Software Development Engineer Intern — Summer 2022

- Worked on the Alexa team, improving and programatically creating automated testing workflows for machine learning models using internal REST APIs and the AWS Cloud Development Kit. Used Python, Node, Bash, and Linux for backend server and automation work. Fully end to end automated with internal CI/CD

Google CS Research Mentorship Program — New York City

Matches Google Researchers to students for mentorship in ML research

Citadel Securities — New York City

Software Engineer Intern — Summer 2023

- Working on the Low Latency Team in C++ optimizing trading algorithms and order flow

TEACHING

- **Teaching Assistant** at University of Delaware — Spring 2022

  Graded homework and exams, held office hours and recitation for Discrete Math (MATH210)

- **Algorithms Instructor** at AlphaStar — Summer 2021

  Taught algorithms and C++/Java programming to a class of over 30

PROJECTS

- **University of Delaware FLIE Team** (OpenCV, Wireless Radar, Linux)

  Developed drone programs to map wifi range and security, approximately triangulate router locations

- **Efficient Searches** (SwiftUI, UIKit)

  Educational Swift Playground app that allows the user to interact with and learn search algorithms

- **Tic Tac Toe** (Pygame, Python)

  Tic-Tac-Toe GUI that suggests optimal moves. Playground for benchmarking statistical learning techniques.

- **Jigsaw Puzzle Solver (in progress)** (Node, OpenCV)

  Automatically generate and solve jigsaw puzzles with geometric hashing and computer vision techniques

AWARDS AND HONORS

- **Top 310 Putnam** — 2022
- **MIT Battlecode Finalist** — 2022
- **USA Computing Olympiad - Platinum Level** — 2021
- **Apple Swift Student Challenge Winner and WWDC Scholar** — 2021
- **2x American Invitational Mathematics Exam Qualifier** — 2020–2021