

# LEON LAM

✉ LeonJunWei.Lam@students.olin.edu  
🌐 leonlam.com  
☎ 909-267-5778  
📍 1000 Olin Way, MA 02492  
🔗 leonjunwei

I'm Leon, a senior at Olin College. I'm a quick learner who likes to be challenged, and am hoping to find a job where I can work on exciting projects while learning more about software development!

Last year, I worked at Applied Predictive Technologies. I worked in C# to refactor an automation process for the configuration of system health sensors, and improved logging and monitoring jobs.

The year before that, I interned at Quantcast. I worked in Java to refactor a data analysis pipeline to provide additional functionality, and integrated the pipeline with 3rd party APIs to acquire more input data as well as visualize its outputs.

In my first year, I worked on natural language processing with spaCy, database integration with MySQL, and code refactoring in Arduino at Elemental Machines.

I'm most comfortable with Python, but have had experience working with C/C#, Java, SQL, HTML/CSS, Javascript and Arduino (among others), and am looking to learn more about programming - whether it be investigating one of my areas of expertise in greater depth or broadening my horizons by exploring a new field of software engineering!

## Skills

### SOFTWARE ENGINEERING

Python  
C/C#  
Java  
Databases  
Javascript  
HTML/CSS  
Arduino  
Splunk

## Education

### Olin College, Needham, MA

BS Engineering (Concentration: Computing) 2019

GPA: 3.70

Relevant Coursework: Software Design, Software Systems, Foundations of Computer Science, Complexity Science, Modeling and Simulating the Modern World, Computer Networks, Hacking the Library, Principles of Engineering, User Oriented Collaborative Design, Senior Capstone Program in Engineering

## Employment

### Applied Predictive Technologies

Arlington, VA

Software Intern

May 2018 to Aug. 2018

- Refactored automation process for system health/uptime sensor configuration
- Improved efficiency of logging/monitoring processes and implemented additional functionality

### Quantcast

San Francisco, CA

Software Intern

May 2017 to Aug. 2017

- Refactored data analysis pipeline for additional functionality
- Worked on 3rd-party API integration for data acquisition and visualization

### Elemental Machines

Burlingame, CA

Software Intern

May 2016 to Aug. 2016

- Designed and implemented an automated NLP application to convert text into desired style
- Created demo website with integration between web client UI and mySQL server backend for data lookup/insertion
- Designed and implemented a refactor to enable Arduino RFID read/write process

## Projects

### Chat/Game room project

Mar. 2018 to May 2018

Created multi-user chat/game room in C

### Olin API project

Mar. 2017 to May 2017

Created API with queryable endpoints and mongoDB backend to serve as living database

### Community Calendar project

Jan. 2017 to Feb. 2017

Created community calendar with online event submission and postgresSQL database integration

### Raspberry Pi Morse code project

Jan. 2017 to Mar. 2017

Created automatic Morse code signaling system with LED/photoresistor

### Google foo.bar coding challenge

Dec. 2015 to Current

Tackled coding problems (recursion, list manipulation, basic algorithms, tree search) in Python

### Optimization/Search Algorithm project

Nov. 2016 to Dec. 2016

Researched, implemented and created visualizations of gradient descent, simulated annealing and bee swarm algorithms

### Agent-based interaction project

Nov. 2016 to Dec. 2016

Generated agent-based system to simulate change in opinion of population over time

### Solenoid engine project

Oct. 2016 to Dec. 2016

Worked on actuation code and PID loop for straight-six solenoid engine

### Interactive Programming project

Feb. 2016 to Mar. 2016

Created dungeon-crawler game with dialogue, terrain generation, real-time combat