Leon Lee

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EDUCATION

The University of Sydney   Sydney, Australia
Bachelor of Advanced Computing in Computer Science and Software Development   *Feb. 2022 – Nov 2025*
- Relevant Courses: Object-Oriented Programming, Systems Programming, Data Structures & Algorithms, Data and Information Management, Agile Software Development Practices, Models of Computation
- Grade: Distinction (80 WAM)

EXPERIENCE

AI Developer   April 2024 – Present
DataAnnotation.Tech (Freelance)   *Remote, New York*
- Enhanced LLM coding capabilities by designing and solving complex algorithmic challenges across multiple projects, addressing over 200 tasks that significantly improved model functionalities and user experience
- Conducted code reviews for employee submissions, ensuring high standards of accuracy and performance across numerous project submissions
- Utilised Python, Pandas, Matplotlib, and PostgreSQL to conduct in-depth analysis of LLM outputs across multiple projects

Academic Tutor   February 2024 – Present
The University of Sydney   *Sydney, Australia*
- Tutor for COMP2017: Systems Programming, which covers C, basic data structures, memory, UNIX, processes and concurrency
- Planning and teaching 2 tutorials weekly to classes of approximately 20 undergraduate students
- Providing personalised assistance in class and via weekly emails, improving students' understanding and performance
- Responsible for marking quizzes, assignments, and exams, ensuring fair and accurate assessment of their work, and providing constructive feedback

PROJECTS

RISC-V Emulator | *C*
- Developed an emulator for the RV32I Instruction Set Architecture (ISA), demonstrating a deep understanding of computer architecture and low-level programming
- Supports instructions from the ISA, including arithmetic, logical, memory access operations, control flow instructions, and load/store operations
- Implemented a custom heap management system for dynamic memory allocation within the emulator, simulating real-world memory management found in modern processors
- Capable of running code compiled using the GNU toolchain for RISC-V, demonstrating compatibility with standard development tools

Wizards Game | *Java, Processing library*
- Developed a Java Bomberman-inspired game using the Java Processing library
- Utilised object-oriented programming principles to create modular and maintainable code
- Designed game mechanics, including player movement, enemy AI and destructible environments
- Implemented a custom map function to allow users to create their own game map

Portfolio Website | *HTML, CSS, Javascript*
- Developed a personal website using HTML, CSS and Javascript
- Tested the website to ensure compatibility across various web browsers and devices
- Considered UI/UX principles to enhance user experience by implementing features such as a dark mode toggle

TECHNICAL SKILLS

Languages: Python, Java, C, HTML, CSS, SQL (Postgres)
Frameworks: Flask, JUnit, Processing, Pandas, Matplotlib
Developer Tools: Git, Jira, Docker