Wenhao "Leo" Liang

work@leoliang.com "My passion is to create useful & delightful experience with the power of technology." *GitHub:* foxhatleo
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EDUCATION

Cornell University, College of Engineering, Ithaca, NY **Aug 2022 – May 2023**
Master of Engineering in Computer Science **GPA: 3.82**

Cornell University, College of Agriculture and Life Science, Ithaca, NY **Jan 2018 – May 2021**
Bachelor of Science in Information Science, with Minors in Computer Science and Game Design

Selected Coursework: Compilers ● Computer Networks ● Systems Programming ● Data-Driven Web Applications ● Operating Systems ● Computer Graphics ● Artificial Intelligence ● Project Management ● Autonomous Mobile Robots

WORK EXPERIENCE

Associate Software Engineer, *Circolo* **Jul 2023 – Current**
- Exploring solutions using **prompt engineering** to improve customer experiences with AI integration.
- Developing tailored client solutions using **React** and **Redux**.
- Supporting cloud service operations including **Amazon S3**, **Heroku**, and **Cloudflare**.

Graduate Teaching/Research Specialist (GTRS), *Cornell University*
CS 4300 (Language and Information) **Jan 2023 – May 2023**
CS 4320 (Intro to Database Systems) **Aug 2022 – Dec 2022**
- Developed and assessed assignments, midterm tests, and end-of-term examinations.
- Headed a group of undergraduate teaching assistants and coordinated projects with fellow course administrators.
- Offered educational assistance to students during designated office sessions.

Frontend Developer Intern, *Circolo* **Jun 2022 – Aug 2022**
- Launched the updated company website (circolo.us) equipped with e-commerce features.
- Rebuilt the previous Shopify-centric website using **React** and **Redux** from the ground up.
- Integrated **GitHub Actions** for continuous integration and deployment.
- Supported deployment processes, managed webmaster responsibilities, and enhanced SEO strategies.

Frontend Programmer (Volunteer), *Cornell University Course Management System X* **Feb 2020 – Dec 2020**
- Contributed to the project team responsible for Cornell's CS department course management system, serving around 7000 users each semester.
- Undertook a comprehensive redesign of the website.
- Emphasized and executed **responsive design** elements across various UI components.

SELECT PROJECTS *(more available on leoliang.com)*

Remy Hospitality Platform, *Project Lead* **Oct 2023 – current**
- Spearheaded the development of an integrated, interactive menu and promotional display system for the hospitality industry, involving **frontend, backend, and AI integration**.
- Created a **React** and **Next.js**-based frontend management system, enabling clients to effortlessly manage menu items, update visuals, and customize designs, with a focus on mobile-optimized, **progressive web app** technology.
- Designed an AI tool utilizing **computer vision** and **artificial intelligence** for automating the digitization of physical menus into the platform with minimal manual intervention.
- Developed an offline-rendering system for both client-facing management portals and interactive display stands, ensuring accurate display edits and overcoming internet connectivity limitations through a custom caching solution in backend.

Revamp of Company and e-Commerce Site, Circolo.us, *Project Lead* **Jun 2022 – Aug 2022**
- Revamped the Circolo website, transitioning from a Shopify custom theme to a **React**-based platform, resolving performance issues and customization limitations.
- Rebuilt the entire website within a month, ensuring Shopify API compatibility, improved PageSpeed score, and implemented **SEO techniques** for better visibility.
- Set up continuous integration and deployment using **Cloudflare** workers and **Amazon S3**, and facilitated automated deployment through **GitHub Actions**.
- Launched the new website with minimal downtime, ensuring a seamless transition for customers.

Mobile Game: Panic Painter, *Programming Lead* **Jan 2020 – May 2020**
- Headed the coding team for a mobile game initiative and coordinated tasks among team members and resolved conflicts.
- Coded in **C++** leveraging Cornell's proprietary game engine and optimized for Android and iOS platforms.
- Engaged in crafting the game's mechanics and design.
- Conceptualized and built a unique level editor using **React** and **Next.js**, with Google Drive integration.

TECHNICAL SKILLS

Languages: Python, JavaScript/TypeScript, HTML/CSS, Python, C, C++, SQL, Bash, Dart
Frameworks and Libraries: React, Redux, Node.js, Next.js, Ruby on Rail, Postgres, Flutter
Tools and Platforms: Git, Linux, Cloudflare, Heroku, AWS, GitHub Actions