

# Leon Dong

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## EDUCATION

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**University of Waterloo, Cumulative GPA: 3.9/4.0** Sept. 2020 – Jun. 2025  
*Bachelor of Computer Science, Combinatorics and Optimization Minor* Waterloo, ON  
**Coursework:** Algorithms & DS, Operating Systems, Databases, Object Oriented Programming, Distributed Computing, Artificial Intelligence, Applied Cryptography, Software and Systems Security, Modern Cryptography, Game Theory

## SKILLS

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**Languages:** Python, Swift, Obj-C, Java, C, C++, Scala, Javascript, TypeScript, SQL  
**Technologies:** Linux, Git, Spark, Hadoop, NumPy, Scikit, AWS

## EXPERIENCE

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**Incoming Software Engineer Intern** Sept. 2024 – Dec. 2024  
**Meta** Menlo Park, CA

**Software Engineer Intern** May 2024 – Aug. 2024  
**Databricks** San Francisco, CA

- Accounts team, working with **Scala**, **Typescript**, **gRPC**, **GraphQL**, and **K8s**
- Fleshed out internal tool to support invite code provisioning, generation, searching, and resetting
- Integrated **Arkose** and **IPQS** into the sign in and sign up flows to catch bad actors on the platform

**Software Engineer Intern** Sept. 2023 – Dec. 2023  
**Intuit** Toronto, ON

- Contributed to Intuit's **server driven UI** design system team servicing multiple Intuit subsidiaries using **SwiftUI**
- Impacting **millions** of Intuit customers by developing a new component to be used across the company's products
- Implemented QoL changes to the **build pipeline** including package management, test flakes, and code coverage
- Dealt with bugs reported by other teams in a timely manner to minimize impact to customers
- Collaborated closely with designers and other engineers on a variety of engineering and design problems

**Software Engineer Intern** May 2023 – Sept. 2023  
**LinkedIn** Sunnyvale, CA

- Worked fullstack on the LinkedIn flagship iOS app and API using **Objective-C**, **Swift**, and **Java**
- Impacted **tens of millions** of users with a redeem page redesign many weeks ahead of schedule
- Generated **tens of millions** in annual revenue by drafting and designing a promotional project
- Conducted **A/B testing** on new features and monitored effects in order to decide the best course of action
- Ensured excellent code quality and performance through **bug bashes**, **screenshot testing**, and **unit testing**

**Software Engineer Intern** Jan. 2022 – Apr. 2022  
**Ecobee** Toronto, ON

- Directly contributed to the peripheral ecobee app's codebase to support their **millions** of smart thermostat users
- Revamped the dynamic in app installation guide by building new screens with the **MVVM** architectural pattern
- Queried user data using **GraphQL** in order to give users personalized recommendations and notifications
- Improved code quality by writing **unit tests** and worked closely with devtools such as **CircleCI** and **Fastlane**

**Software Engineer Intern** May 2021 – Aug. 2021  
**Facedrive Health** Toronto, ON

- Created an app using both **SwiftUI** and **Swift Storyboard** for **thousands** of wristband devices
- Built a login page with authentication, weather functionalities, and dashboard pages for wristband readings

## PERSONAL INTERESTS

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- Video editing and other forms of content creation. Self-expression through various forms of media, currently experimenting with creating video game highlight reels/edits.
- Snowboarder since the fifth grade; learning the terrain park and aspiring to ride down double-black at Whistler.
- Playing music as a hobby; graduated RCM level 10 piano honors with distinction, and played the clarinet in the school band. Currently self-learning the guitar.