Tamas Leung

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Experiences

AMAZON   Toronto, ON, Canada
Software Development Engineer Intern   May 2022 - Aug 2022
- Developed **4+ Java** microservices focused on MAC Address management for Amazon Devices
- Reduced costs by an estimated **$100,000** annually by implementing support for MAC Address recycling
- Self-Architectured features using **AWS (Lambda, ECS, CloudFormations, Step Functions)**
- Presented the feature virtually to **100+** colleagues describing the challenges faced, solutions developed and lessons learned

IBM   Markham, ON, Canada
Full Stack Development Intern   May 2021 - Apr 2022
- Developed **React** components used in UI workflows for IBM Security Guardium Insights
- Enhanced support for complex SQL queries on customer audit reports by implementing nested report querying
- Implemented GCM encryption in **20+ microservices (Go, Python, Java)** preventing critical security flaws
- Completed **150+ Jira tickets** ranging from bug fixes and features on the React front-end and microservices backend

RCATSONE   Mississauga, ON, Canada
Software Engineering Intern   May 2020 - Aug 2020, May 2019 - Aug 2019, Jul 2018 - Aug 2018
- Full-cycle development on a mobile telecommunication test platform on both **Linux** and **Windows**.
- Resolved **100+** Jira tickets using **PHP, C++, Java**

Personal Projects

TAL.GG (IN PROGRESS)
- A gaming analytics site for player statistics, profile pages, and **game data analysis on 10,000,000+ games** for the game Eternal Return
- Built with **SvelteKit(TypeScript), MySQL, Google Cloud Platform**
- Official launch planned in Q4 2023

CODECHAMP   *github.com/Tamas-Leung/CodeChamp*
- **Lead a team of 5** students through weekly scrum meetings achieving an **A+**
- Developed a live multiplayer web game for players to practice and compete in algorithmic challenges
- Built with real-time interactivity using **WebSockets, Angular, ExpressJS and MongoDB**

ETERNAL RETURN MAP (ERBSMAP.COM)   *github.com/Tamas-Leung/erbs-map*
- Developed an Interactive loot map helper for the game Eternal Return built in **React**
- Visited by **1,000+ unique users monthly**

PATHIFY   *github.com/Tamas-Leung/Pathify*
- Developed a web application that finds the shortest path between multiple destinations, using **React** and **Java**
- Implemented Dijkstra's algorithm and a Binary Heap to evaluate a road dataset with **400,000+ nodes**

TUTORFY   *github.com/Tamas-Leung/Tutorfy*
- Developed an online advertising service Web App for Tutors and Teachers to find clients using **React, Flask(Python) and MongoDB**

Education

MCMASTER UNIVERSITY   Hamilton, ON, Canada
Bachelor of Engineering in Software Engineering   Graduated Apr 2023
- **3.96/4.00 GPA** (11.94 on a 12-point scale)

Skills

LANGUAGES - JavaScript / TypeScript, Python, Go, Java, C / C++, C#, CSS, HTML, Rust
FRAMEWORKS - React / Next.js, Angular, Svelte, Node.js/Express, Flask, Spring
TECHNOLOGIES - AWS, GCP, Docker, REST, SQL, NoSQL, Git, Github Actions, Linux, JIRA