

Leonardo Vo

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EDUCATION

University of California, Santa Cruz

Expected graduation June 2027

Bachelor of Science, Computer Science | GPA: 3.8

Relevant Courses: Programming Abstractions: Python, Computer Systems and Assembly Language, Machine Learning Basics, Discrete Mathematics, C programming, Object Oriented programming in Java, Data Structures and Algorithms in Java
Planned Courses: Data Structures and Algorithms, Computer Architecture

TECHNICAL SKILLS

Programming Languages: Java, Python, JavaScript, Typescript, C, C++

Databases: MongoDB, Azure SQL, Firebase

Other tools: Spring Boot, Next.js, Angular, React, Git, Pandas, Numpy

PROFESSIONAL EXPERIENCE

Frontend Developer

Tech4Good UCSC | Santa Cruz, CA

January 2026-Present

- Built reusable Angular components using modern TypeScript best practices, reducing duplicated code and accelerating feature development
- Collaborated with 5+ designers and engineers to deliver user-friendly features used across multiple project modules
- Conducted and incorporated feedback from weekly code reviews, improving code maintainability and consistency

Calculus and Computer Science Tutor

EVCC | Everett, WA

September 2024- June 2025

- Tutored 20+ students per quarter in Calculus and Computer Science, improving comprehension and problem-solving
- Provided 1 on 1 and group sessions, emphasizing algorithms, data structures, mathematical foundations
- Assisted students in debugging code and preparing for exams, contributing to higher course pass rates

Full Stack Developer Intern

GRO | Seattle, WA

June-September 2024

- Modernized frontend by transitioning PHP to React with Next.js, improving performance & developer experience
- Redesigned database schemas to enable faster statistical queries, reducing data retrieval time, supporting analytics
- Developed Python migration scripts to transfer data from MySQL to MongoDB, ensuring data integrity across systems

Shadow Experience

Pivotal Commware| Seattle, WA

July 2024

- Observed and participated in the software development and testing lifecycle, from design to deployment
- Gained hands-on exposure to industry coding standards, testing frameworks, and quality assurance practices
- Learned how teams apply modern tools and methodologies to ensure reliable, maintainable software

PROJECTS

Image Classifier | Personal Project

- Designed & implemented a feedforward neural network from scratch using raw Python & NumPy, without ML frameworks
- Trained the model to classify hand-drawn images, implementing forward propagation, backpropagation, and gradient descent
- Preprocessed image data and evaluated model performance to improve classification accuracy

Heap Alloc | Personal Project

- Built a dynamic free-list memory allocator in C that manages allocated memory from OS
- Supported allocation and deallocation of memory blocks, handling fragmentation and reuse efficiently
- Implemented a basic garbage collection mechanism to reclaim unused memory and improve memory utilization