Leane Ying

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Education

B.S. Computer Science | Cornell University College of Engineering (GPA: 3.61/4.00)   Ithaca, *NY* | *Aug 2022 – May 2026*
- **Selected Coursework:** Object Oriented Programming and Data Structures, Functional Programming, Analysis of Algorithms, Computer System Organization + Programming, Language and Information, Database Systems

Skills

Languages: Java, JavaScript/TypeScript, Python, C, C++, C#, HTML/CSS/SCSS, MatLab, RISC-V Assembly, PostgreSQL, OCaml
Frameworks and libraries: Next.js, Tailwind, Bootstrap, React, Node.js, Express.js, Fuse.js, NumPy, pandas, NLTK, Flask
Tools: Firebase, GitHub, Linux, Docker, MongoDB, Prisma, MSAL, Redis, REST APIs, Jira, Vercel, Amazon Web Services

Software Engineering Experience

.NET Software Engineering Intern | MCG Health   *Seattle, WA* | *Jun – Aug 2025*
- Designed and implemented Salesforce DataHub integration in the company's Tenant Service, enabling centralized access to customer data. Developed GraphQL adapter and token authentication module to securely retrieve licensing information. Extended database schema to map tenant IDs with Salesforce LMR numbers. Comprehensive unit tests.
- Tech stack: C#, .NET, PostgreSQL, Docker, Azure DevOps, Postman, pgAdmin4, Hexagonal Architecture (Chimera)

Software Engineer Intern, Backend | Bumpups   *Austin, TX* | *Jan – Apr 2025*
- Integrated AI APIs to optimize video processing for image and text. Implemented pre-processing with stemming to shorten transcripts by 50%. Collaborated with cross-functional teams to ensure seamless integration.
- Tech stack: Python, Firebase, Postman, GitHub, Jira

Software Developer | Hack4Impact   *Ithaca, NY*
- Developed a multi-platform data visualization website for **The WASH foundation**.   Sep - Dec 2023
  - Developed data processing pipelines and interactive dashboards, enabling stakeholders to make data-driven decisions. Worked across the full stack, focusing on data visualization and implementing secure user authentication.
  - Tech Stack: JavaScript/TypeScript, React, Node.js, Docker, GitHub, Figma
- Developed and deployed platform for **The OKB Hope Foundation**   Jan 2023 - Aug 2024.
  - Implemented algorithm-driven pairing of patients to psychiatrists. Primarily focused on user authentication, sign-up/login flows, and cloud messaging.
  - Tech stack: JavaScript/TypeScript, React, Node.js, Firebase, GitHub, Figma
- Developed and deployed website for **Ithaca Community Recovery**   Aug 2024- May 2025
  - Developed internal tooling and automation to streamline the event and meeting setup process, reducing manual overhead by 30%. Built dynamic calendar dashboards and optimized meeting scheduling systems. Implemented continuous deployment with Vercel.
  - Tech stack: JavaScript/TypeScript, React, Next.js, MongoDB, Prisma, MSAL, Vercel, GitHub, Figma

Leadership Experience

Engineering Chair | Cornell Hack4Impact   Ithaca, NY | Aug 2025 – Present
- Ensured technical success and reliability of the club's projects, maintained a high engineering bar and ambitious vision, and managed technical leads and project managers.

Teaching Assistant | Cornell Bowers CIS   Ithaca, NY | Jan 2024 – Present
- *CS1112: Introduction to Computing: An Engineering and Science Perspective*. Taught problem-solving in Python. Hosted weekly discussion sections, teaching core concepts to 30+ students, and conducted weekly office hours for 200+ students.

Projects

WanderingMelody | *Python, Flask, HTML/CSS, NumPy, Pandas, Scikit-learn, NLTK, GitHub, SCRUM*   Jan - May 2025
- Developed a website to deliver personalized music recommendations. Included mood-based filtering, location-driven exploration scraped from Google Maps, latent topic modeling using natural language processing (NLP) and popularity ranking from Spotify.

OScrabble Command Line Game | *OCaml, GitHub, SCRUM*   Aug - Dec 2023
- Developed adaptation to board game *Scrabble* in Functional OCaml. 1200+ lines with 95% line coverage with 100+ test cases. Played in terminal (pass & play), either single or multiplayer, easy/hard mode, automatic scoring, and board UI