

Leon Leibmann

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EXPERIENCE

Research Assistant

September 2023 - Present

Behavioral Data Science Lab

- Analyzed data from over 100,000 Reddit communities to understand moderator-community dynamics, evaluating shared sentiments towards moderation practices and influencing factors.
- Developed 4 data-acquisition tools and 35 visualizations with interdisciplinary teams, improving data accessibility and supporting informed decision-making.

Student Assistant

September 2023 - Present

University of Washington McCarty Innovation & Learning Lab

Seattle, WA

- Collaborated with a diverse team of makers and innovators, providing technical support and project guidance
- Facilitated the successful completion of over 100 student projects across multiple disciplines whilst providing customer service and introductory tours and experiences to three new engineering cohorts.

Coding Instructor

June 2023 - September 2023

Coding With Kids

Redmond, WA

- Fostered understanding of programming fundamentals with a projects-based, concepts-first approach to 45+ students
- Lay the groundwork for advanced Python, Scratch, and Lua concepts while maintaining a fun and inviting environment utilizing the Roblox and Codesters platforms.

EDUCATION

University of Washington

September 2021 - June 2025

BS Computer Science, Data Science Option

GPA: 3.77

Relevant Coursework

- Machine Learning
- Systems Programming
- Data Processing & Visualization
- Data Management
- Algorithm Design & Analysis
- Discrete Structures & Formal Logic
- Distributed Systems
- Software Design and Architecture
- Probability in Computing

PROJECTS

Analysis of Spotify Song Popularities

March 2023 - Present

spotify-data.streamlit.app

- Trained three predictors to garner a relationship between a song features and resulting popularity, using open-source Spotify data and SKlearn to create and evaluate machine learning pipelines and achieving a 60% accuracy while maintaining explainability.
- Refined visualizations and created a website using Altair and Streamlit with the goal of helping independent musicians predict success, achieving a theoretical average of 15% popularity improvement.

Peopledle - A WikiGuessing Game

December 2022 - June 2023

peopledle.leibmann.org

- Engineered a Wordle-style game leveraging PageRank and NLP to establish an optimal difficulty curve. Achieved an average of 3 attempts per player, ensuring a fair and challenging gaming experience.
- Implemented Flask backend with SQLite and JSON file storage with Jinja Templating frontend, along with the Wikipedia API to gather over 20Mb of ranked data.
- Organically attracted over 50 users across trial period of 3 months.

TECHNICAL SKILLS AND INTERESTS

Languages: Python, Java, SQL, HTML/CSS, JavaScript, C/C++

Libraries: PyTorch, Pandas, PySpark, SKLearn, TensorFlow, Flask, React

Toolkits: Git, Bash & CLI, Docker, Linux, L^AT_EX

Areas of Interest: Data-Driven Design & Research, Human-Computer Interaction