

Vannmartin Leang

vannmartin@gmail.com ❖ (571) 376-0692 ❖ Ashburn, VA ❖ vannmartinportfolio.org ❖ linkedin.com/in/vannmartinleang

EDUCATION

James Madison University, Harrisonburg, Virginia

Bachelor of Science in Information Technology

May, 2026

Major GPA: 3.5/4.0

CERTIFICATIONS

- **AWS Certified Cloud Practitioner**
- **Microsoft Azure AI Engineer Associate**

July, 2024

Jan, 2026

WORK EXPERIENCE

LMI Software Engineering Intern (lmisolutions.com)

June, 2025 – August 2025

Frontend Testing Assistant

Tysons, VA

- Collaborated with senior team members in daily Agile stand-ups while using Jira, GitLab and Confluence to manage the codebase, track tasks and exchange feedback with the team
- Improved and optimized the existing QA testing workflow within the CI/CD development pipeline, helping reduce manual testing time and improve efficiency for developer testing
- Used Typescript and SQL to help maintain application deployment on the Ironsled platform, in AWS and on-prem environments
- Leveraged LMI's AI tools and Cypress to assist testing team in starting a foundation for future automated testing

Uber Eats

May, 2023 – August 2024

Delivery Driver

Ashburn, VA

- Ensured quality and quick delivery service from restaurants to customers
- Maintained excellent condition of meals and beverages during transportation
- Developed strong work ethic during delivery experience by driving multiple hours a day

SKILLS

- Programming: Python, Java, Javascript, C#, C++, Typescript, SQL, HTML, CSS
- Tools: JUnit framework, Azure AI, Cypress, AWS, React.js, Kubernetes, Unity Engine, Visual Studio, Git, Ubuntu, Linux, Trello
- Applications: Docker, PowerPoint, Excel, Word, Teams, Outlook, MySQL, PostgreSQL, Jupyter Notebook, Wireshark
- Other: Agile Development, Scrum, Jira, Confluence, Machine Learning, Game Development, Cloud, Data Analysis, DevSecOps, Software Design, UML Diagrams, Operating Systems, FOSS, COTS, Linux, Windows, DevTools, REST API, CI/CD, OOP

PROJECTS

Soccer Group Game Matching Mobile Web App

January, 2026 – May, 2026

- Developed a mobile web app with React to streamline scheduling and logistics for recreational soccer matches in friend groups
- Implemented AI-assisted processing using NLP and ML models to efficiently schedule games and sort teams
- Utilized PostgreSQL database to design and maintain relational schemas for user and match data

Balboa Bakery & Donuts Promotional Website (balboabakerydonuts.com)

March, 2024 – May, 2026

- Redesigned and maintained website for local bakery deli by improving navigation structure and page organization
- Developed responsive UI components using HTML, CSS, and JavaScript to enhance usability across devices

Unity Game Development And Research Project (leangvx.itch.io/unity-game)

August, 2021 – May, 2022

- Researched the underlying problems of replayability in modern video games causing monetary losses
- Created a proof-of-concept application designed to target the researched aspects of replayability for consumers
- Utilized the Unity Engine framework to design and code the game using C#

Real-time Deepfake Image Detection Using AI Models

August, 2025 – May, 2026

- Collaborated with a team to develop a lightweight deepfake detection system for real-time video streams
- Contributed frontend functionality for a WebRTC video conferencing application using JavaScript and HTML
- Helped build a pipeline to capture frames and route them to a MobileNetV2 CNN classification model in Python