

Leonard Gofman

✉ leonardgofman23@gmail.com 📞 (815)-908-6143 📍 Orlando, FL 🔗 <https://gofman.dev>

Education

University of Central Florida

May 2027 | Orlando, FL

B.S. Computer Science

- GPA: 3.78
- Relevant Coursework: Data Structures I & II, Object Oriented Programming, C Programming, Discrete Structures

Experience

Vice President, Knight Hacks

Jan 2025 – Present | Orlando, FL

- Managed a non-profit organization with **400+** members and **\$40,000** in annual assets with a focus on building the skills and confidence of student developers.
- Led the Knight Hacks VII Hackathon by directing and collaborating with a team of organizers to plan logistics and manage a budget of over **\$35,000**; the event resulted in over **1500** registrations, **547** attendees, and **94** project submissions.
- Secured nearly **\$15,000 in sponsorships** for a university hackathon by building partnerships with multiple **Fortune 500 companies**.

Software Engineer Intern, Statsig

May 2025 – Aug 2025 | Bellevue, WA

- Implemented features in the Statsig console to support experimentation and A/B testing workflows.
- Utilized **BigQuery** for data querying and aggregation, and **GraphQL** to efficiently fetch and manipulate data across internal systems.

Neural Systems Intern, Pheratech Systems

Jan 2025 – Apr 2025 | Orlando, FL

- Worked with a team to boost computer vision model accuracy by over **70%** for robotic object detection.
- Built an integrated web-based system to handle real-time video transmission for robotic vision testing and analysis.
- Leveraged networking protocols to connect robots with the web system, enabling **low-latency remote access** to live visual data.

Projects

VisuWorld, Typescript, React, GLSL, Gemini, Speech Recognition, Python, MongoDB 🔗

Apr 2025

- Won **Best Use of Gemini** and **Prettiest Hack** at Bitcamp 2025 for building an innovative voice-driven shader generation platform.
- Developed a web application that leverages **retrieval-augmented generation (RAG)** with **Google Gemini** to convert natural language into **GLSL fragment shaders**, rendered in real time in the browser using **ThreeJS/WebGL**.
- Enabled voice-driven generation of complex 2D/3D environments, outperforming diffusion-based methods in speed.

Voiceboard AI, TypeScript, React, Gemini, Speech Recognition, tRPC, Mermaid 🔗

Sep 2024

- **1st Place Winner** of **Google's Hack for Social Good Challenge** at Shell Hacks 2024.
- Advocated for engineers with physical disabilities by creating voice-to-diagram technology to make communicating technical concepts accessible.
- Utilized the chromium browser Speech Recognition API to increase performance by **70%** compared to server-side speech.
- Leveraged the **Google Gemini API** to transform plain text prompts into Mermaid syntax to be parsed and rendered.

Lootcode, Typescript, React, TailwindCSS, MySQL, Docker 🔗

Feb 2024 – May 2024

- Collaborated with 2 other student developers to create a platform to practice data structures and algorithms.
- Made a code grading pipeline that handles code execution safely using Docker containerization and is **20%** faster than external API's.
- Setup the Linux VPS for hosting and added a **CI/CD** system, which has been handling the **1000+** users using the platform.

Space Mergers, C++, raylib 🔗

Dec 2023 – Feb 2025

- Developed an infinitely playable puzzle game that I published on the Steam platform netting **50+** purchases.
- Created all the graphics and gameplay using the **C++** programming language and the raylib library.
- Worked with a music producer to create audio effects and an OST for the game.

GPNC, C, GTK+ 🔗

Aug 2023 – Nov 2023

- Wrote a versatile image editing application built on a custom image viewer.
- Leveraged the **GTK+** library with the **C** language to build features to open, modify, and save images including features for cropping, viewing clicked pixel colors, applying transformations, and more.

Involvement

Competitive Programming Team, Varsity Team Member

Aug 2023 – Present

- Competed with my team (UCF Synchronized) in ICPC 2024 Southeast USA Regionals Division 1, placing **24th** in the region.
- Attend a one-hour lecture and compete in a five-hour mock ICPC contest every Saturday, improving my skills in algorithm solving.

Institute of Electrical and Electronics Engineers, Dues paying member

Aug 2024 – Present

- Learning new skills by working on two unique projects with a focus on robotic engineering.

Knights Experimental Rocketry, Dues paying member

Aug 2024 – Present

- Part of the School of Rocketry learning about model rocketry.

Technical Skills

- **Technologies:** NodeJS, GTK+, JavaFX, Git, MySQL, Make, React, TailwindCSS, Docker, GraphQL, Fusion 360
- **General:** Linux, Visual Studio Code, Microsoft Office Suite, VIM
- **Languages:** Java, C, C++, Javascript, Typescript, Python, C#, Haskell, GLSL, HTML, CSS