Leon Leibmann

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EDUCATION

University of Washington   *September 2021 – June 2025*
BS Computer Science, Data Science Option   GPA: 3.74

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

RELEVANT EXPERIENCE

Software Engineer   *July 2025 - Present*
Westbold LLC   Vancouver, WA

- Led development of Python integrations for the core product, successfully onboarding a trial of 72 users and driving over \$45,000 in monthly recurring revenue (MRR).
- Engineered a zero-trust RPA architecture for credential autologin and account migration. Built a companion AI auditing system that runs continuous regression tests to flag broken flows for human intervention.
- Automated SMS 2FA code retrieval using an extractive LLM pipeline, reducing manual overhead by 10 hr/week.

Research Assistant   *September 2023 - June 2025*
Behavioral Data Science Lab   Seattle, WA

- Analyzed data from over 10,000 Reddit communities to understand moderator-community dynamics.
- Built a three-stage LLM pipeline to evaluate sentiments towards moderation practices and their influencing factors.
- Developed 4 data-acquisition tools and 35 visualizations, identifying core features of positive moderation.
  - 📄 *Reddit Rules and Rulers: Quantifying the Link Between Rules and Perceptions of Governance Across Thousands of Communities* - **ICWSM '25 Best Paper**
  - 📄 *Perceptions of Moderators as a Large-Scale Measure of Online Community Governance*

Administrative Coordinator   *August 2024 - June 2025*
University of Washington McCarty Innovation & Learning Lab   Seattle, WA

- Led the onboarding of 36 new staff members, introducing op. procedures and ensuring adherence to safety standards.
- Collaborated with engineering faculty on curriculum integration & resource allocation, managing 6 quarterly courses.
- Curated a maker wall to foster community engagement and showcase projects, while implementing automated feedback channels through Slack to continuously improve user experience.

PROJECTS

Analysis of Spotify Song Popularities   *March 2023 – January 2024*
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 explainable machine learning pipelines and achieving a 60% accuracy.
- Refined Altair and Streamlit visulaizations to create a toolkit for 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 semantic similarity 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 and rank over 20Mb of plaintext data.
- Organically attracted over 50 users across trial period of 3 months.

TECHNICAL SKILLS

Languages: C, Python, Java, SQL, HTML/CSS, JavaScript, TypeScript
Libraries: Blazor/Razor, PyTorch, Pandas, PySpark, SKLearn, TensorFlow, Django, Langchain, DSPy
Toolkits: PostgreSQL, MongoDB, Git, Bash & CLI, Docker, Linux, MS Office, LaTeX