Leonidas Sallos

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EDUCATION

Oregon State University, Corvallis, OR

September 2023 – June 2027

Bachelor's of Science, Computer Science: Computer Systems, Minor: Mathematics

- Cumulative GPA: 3.85 | Dean's List
- Relevant Coursework:
  - **Data Structures:** Learned common data structures such as stacks, linked lists, and graphs, and what algorithms can utilize unique characteristics of each different data structure
  - **Algorithms:** Developed skills to understand and analyze different computer algorithms with runtime analysis and dynamic programming
  - **Operating Systems:** Developed skills to understand and analyze different computer algorithms with runtime analysis and dynamic programming
  - **Databases:** Organized a program written in PHP to send sanitized queries to a database with maintainability and expandability in mind
  - **Computer Organization:** Analyzed and developed programs in AVR Assembly language while using an ATmega32U4 microcontroller

WORK EXPERIENCE

Intel Corporation, Hillsboro, OR — *System and Hardware Enablement Engineer Undergraduate Intern*

June 2026 – September 2026

- Gained skills to work with a small team of 6 to build tools according to everyone's needs
- Created 4 Python tools in 3 months to assist teammates in debugging both Ethernet and PCIe protocol issues on networking devices
- Included thorough documented installation, usage, and potential issues with my tools to be accessible to as many people in the company as possible
- Adapted quickly to internal systems, procedures, electrical engineering concepts, and networking protocols, such as Ethernet and PCIe
- Led the planning and implementation for my projects given a set of objectives and key results

PROJECTS

- Soundscape - Collaborated with a team of 4 to make a music and location sharing media app
  - Implemented unit tests and CI into real software projects with GitHub Actions
  - Developed with organizing and communicating with an engineering team to document progress with issues/pull requests on a multi-week project
- Minigame Website - Created a Node.js website with mini-games and a public leaderboard with a small team of 4
  - Devised skills to work collaboratively in GitHub between a small group of 4 people
  - Performed initiative in a group project when communication is breaking down with a strict deadline ahead by reaching out and helping to break down and assign tasks

- Sploing - Created in SDL3 with C to make a 2D platformer that is in progress
  - Applied data structure skills to a real world large projects
  - Integrated C libraries including SDL into projects, and explored documentation to better understand these libraries
  - Devised a program of my own design without guidance from an instructor

SKILLS

- Operating Systems: Linux (5 years), Windows (7 years)
- Languages: C/C++ (5 years), Python, TypeScript/JavaScript, Assembly (AVR, RISC-V) Zig, Bash/POSIX Shell, SQL, PHP, C#
- Proficient in developing projects with Git for school assignments and personal projects
- Intermediate level in speaking German by studying in personal time

EXTRACURRICULAR ACTIVITIES / HOBBIES

- Online Officer of Association for Computing Machinery at Oregon State
- Video game development, currently with Raylib
- Tinkering with Linux through use as a primary operating system
- Language learning and constructed language creation
- Video editing and content creation through tools such as DaVinci Resolve