

Leo Dai

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Projects

Telemetry Data Pipeline

January 2026 - April 2026

Architected a full-stack data pipeline to ingest, process, and visualize real-time telemetry from a racing simulator, collaborating with a team of 4. Github -> [Link](#)

Developed a Python ingestion service and a Go backend server with REST APIs for data storage and transfer to a web-based frontend.

Built an interactive data visualization dashboard in C# (Unity) rendering vehicle position on a virtualized track and performance metrics via real-time charts.

Autonomous Racing Agent

January 2026 - April 2026

Built a reinforcement learning agent using Soft Actor-Critic (SAC) in Python to autonomously drive in a racing simulator game (Assetto Corsa). Github -> [Link](#)

Engineered a real-time data pipeline syncing model inference to physics packets via shared memory, and injected control outputs through a virtual gamepad driver (ViGEmBus).

Coordinated GOAP Agents

July 2026 - August 2026

Designed and built GOAP AI agents in a tactical shooting environment. Wrote code in Lua/Luau for Roblox. Github -> [Link](#)

Game Jam Projects

November 2023 - August 2026

Shipped multiple games under 48-72 hour deadlines in teams of 3-5, building complete interactive systems in C# with Unity from ideation to delivery. Found here -> [Link](#)

Experience

WellFrog Studios LLC / Contract Software Developer

September 2025 - December 2025, Los Angeles, CA

Built a data-oriented interactive particle simulator in Unity ECS (C#) designed for a mobile experience.

Target / Part-Time Retail Work

October 2021 - Current, Los Angeles, CA

Education

Loyola Marymount University / Master's of Science

August 2021 - December 2026, Los Angeles, California

Major in Computer Science, GPA: 4.0

Relevant Courses

Secure Software Development, Autonomous Racing Agents, Machine Learning, Game Design & Architecture, AI in Game Development, Game Design, Game Development, Data Science, Computer Graphics, Networks and Internets, Web App Development, Data Strctrs & Appltns, Algorithms and Analysis, Artificial Intelligence, Cognitive Systems Design