Leonardo Sola

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An aspiring student at Boston University with extensive design, software, and classroom teaching experience. Adept in fast-paced settings that require strong organizational and analytical skills.

WORK EXPERIENCE

ROBOTFUN ACADEMY

Wellesley, MA

Robotics Instructor

Sept 2023 - Jan 2024

 Taught 4-8th grade robotics classes including engineering and software labs. Students were taught Scratch, Python, and various basic physics principles, and implemented engineering designing principles. Used VEX & LEGO Robotics for education and competition purposes.

ROCKET CLUB MATH

New York, NY

Math Instructor

May 2023 - Sept 2023

• Collaborated to make comprehensive K-8 math lesson plans with varying degrees of difficulty, tailored to individual grades and areas of math; helped to streamline file storage & organization.

EDUCATION

BOSTON UNIVERSITY

Boston, MA

Masters & Bachelors in Computer Science

May 2026

- Relevant Coursework: Distributed Systems, Discrete Mathematics, Probabilities in Computing, Computational Fabrication, Applied Machine Learning
- Completed Undergraduate Coursework May 2025

PROJECTS

[EasyNote]

- A chrome extension that takes a YouTube video and uses the AssemblyAI & Google Docs APIs to generate a Google Docs study guide. Engineered with two others in python, Node.js, and React.js.
- Was a division winning project at the BostonHacks Hackathon.

[BURPG-IREC Rocket]

• Helped to design and produce a working computer that controlled ejection charges, telemetry recording and transmitting, and parachute deployment flight computer for BURPG (Boston University Rocket Propulsion Group) IREC team.

ADDITIONAL SKILLS

- Proficient with Microsoft Office Products, Android Studio, and Adobe Photoshop & Premiere
- Heavily experienced with VEX, LEGO, and FTC Competitions
- Software skills: JavaScript, Java, Python, C++, Go, Linux, & PyTorch