

LAINY LESLIE

Austin, TX | laineylabs.com | linkedin.com/in/lainey-leslie

EDUCATION

STANFORD UNIVERSITY

Stanford, CA

Mechanical Engineering (BS), CS Minor; 4.06 GPA

9/25 - 6/29

National Merit Finalist, 1560 SAT

Relevant Coursework: Vector Calculus for Engineers (A+), Partial Differential Equations & Linear Algebra (A+), Solid Mechanics (A+), Programming Abstractions (A), Thermodynamics (A)

ST. STEPHEN'S EPISCOPAL SCHOOL

Austin, TX

High Honors; Awards for Excellence in Electronics and Robotics, Chinese Language, and Film

8/21 - 5/25

ENGINEERING EXPERIENCE

ALLEN CONTROL SYSTEMS

Austin, TX

Software Engineering Intern

6/26 - 8/26

- Developed C++ and Python calibration software for autonomous weapon stations, aligning targeting optics with point of impact (boresight) and tuning laser rangefinding for accurate distance measurement.

GIRLS MAKE GAMES

Redmond, WA

Instructor/Counselor

7/22 - 7/25

- Designed a three-week project-based curriculum and taught 45 students ages 8-18 to build games with Unity, Unreal Engine, and Construct 3.

PROJECTS

DIFFUJI (diffuji.com)

2/26

- Designed a diffusion powered instant camera with thermal printing at Stanford TreeHacks 2026, won the Neo Prize and the Most Creative Prize.

AMULET SAFETECH

6/25

- Led a team of 3 engineers, designed a Bluetooth necklace that allows the wearer to receive an AI phone call at the press of a button. Pitched at University of Texas SEAL Accelerator program.

RFID RHYTHM GAME (laineylabs.com/rfid-game)

5/24

- Created rhythm game in Lua with LOVE2D on custom Raspberry Pi 4 handheld console, uses RFID tech for interactive gameplay. Project featured in Spartan Magazine, presented at Austin Games Y'all.

LEADERSHIP

STANFORD MOONSHOT CLUB

Co-President

5/26 - Present

- Supporting Stanford tinkerers to build their "moonshots" (dream engineering projects).
- Designing Stanford Street Swap, a portable BLE device that connects Stanford students across campus.

STANFORD STUDENT SPACE INITIATIVE

9/25 - Present

- Designed MATLAB simulations to model predictive guidance for airbrakes mechanism in Stanford rocket for International Rocket Engineering Competition.

TECHNICAL SKILLS

Mechanical Design: Autodesk Fusion, Rhino3D, Shapr3D

Hardware: Raspberry Pi, Arduino, Bluetooth/BLE, RFID

Programming: Python, C, C#, C++, Lua, MATLAB; Unity Engine, Unreal Engine

Limited working proficiency in Mandarin