

4740 N MESA, El Paso, US, 79912 • [bchengj935@gmail.com](mailto:bchengj935@gmail.com) • +1([915)4873741](tel:9154873741)

# Bungein Cheng

Project Manager

## Professional Summary

Project Manager with 5 years of experience in software development and team leadership, adept at Agile coaching and conflict resolution. Demonstrates visionary leadership in driving high-quality project delivery within budget constraints, enhancing customer engagement and satisfaction. Passionate about fostering innovation and continuous improvement in dynamic environments.

|  |
| --- |
| Employment history **Shift ManagerDec 2018 - Feb 2024**  ***Charley's CheesesteaksEl Paso, TX***   * Led shift operations, enhancing team efficiency and customer satisfaction. * Streamlined ordering process, reducing waste and improving profit margins. Consistently met sales targets through effective team leadership and strategic promotions.   **ChefFeb 2024 - Nov 2024**  ***Goloso's SnacksEl Paso***   * Crafted innovative dishes, elevating culinary standards at Goloso's Snacks. Managed kitchen operations, ensuring timely service and quality control.   **Shift ManagerDec 2024 - Jan 2025**  ***La Vaca GrillEl Paso, TX***   * Managed shift operations, optimizing staff schedules, and implementing cost-saving measures, substantially reducing operational expenses. * Fostered a team-oriented environment, enhancing staff morale and productivity. Coordinated with kitchen and front-of-house teams to streamline service processes and improve customer satisfaction. * Introduced new training programs for staff, significantly improving service quality and efficiency. Developed creative solutions to address operational challenges, enhancing overall restaurant performance.   **Crew MemberJan 2025 - Present**  ***Charley's CheesesteaksEl Paso, TX***   * Serve delicious cheesesteaks with a smile, ensuring top-notch customer satisfaction. Maintain a clean, efficient workspace, contributing to a positive dining experience. * Streamline order processing, reducing wait times and boosting customer throughput. Collaborate with team to optimise kitchen workflow for peak hours.  Education **MultidiciplinaryAug 2015 - Jul 2018**  ***Bowie High SchoolEl Paso, TX***   * Graduated in the top 20% of the class   **Associate's in computer science Aug 2015 - Dec 2023**  ***The University of Texas At El Paso***  ***Bachelor’s Degree Graduation on 05/18/2025El Paso, TX*** Skills Problem-solving (Experienced), Leadership Development (Experienced), Agile Coaching (Skillful), Conflict Resolution (Experienced), Team Leadership (Expert), Software Development (Beginner), Scheduling (Skillful), Customer Engagement (Expert). Languages Spanish (Native), English (Highly proficient). Links LinkedIn: https://www.linkedin.com/in/bungein-cheng-3b945a231/ GitHub: <https://github.com/BJcheng935> Additional information **Certificate of Academic Achievement**  ***Dean's List***  • In recognition of academic achievement and the distinction of being a scholar named on the College of Engineering Dean's List June 2022  **Certificate of completion**   * Certificate of Completion course of Modern AI: Applications and Overview  Hobbies  * Love to play video games * Chest Player * Work out  Projects **A Pathfinding Algorithm Implementation**   * Developed a Python-based pathfinding system implementing an A\* algorithm with multiple heuristic functions * Engineered four distinct heuristic evaluation methods including Manhattan distance and custom variants for optimal path calculation * Implemented a comprehensive performance metrics tracking system measuring path costs, node creation, and runtime efficiency * Created a test framework with multiple maze configurations to validate algorithm effectiveness and performance   **Connect Four GAMES with AI Implementation**   * Engineered a Java-based Connect Four game featuring multiple AI algorithms including UCT (Upper Confidence Bounds for Trees) and Pure Monte Carlo Game Search * Developed a tournament system for AI vs AI competitions with configurable simulation parameters (500/10000 iterations) * Implemented interactive player vs AI interface with multiple difficulty levels * Created a flexible output system with three modes (Verbose, Brief, None) for detailed move analysis and game states   **File Processing Utilities in C**   * Developed three command-line utilities for efficient text file processing: find location, head, and tail * Implemented binary search algorithm with memory-mapped file handling for phone number location lookup * Created a buffer-based file reading system with optimization for handling large files * Engineered comprehensive error handling and input validation for robust file operations   **GAN Data Generation Project**   * Developed a Generative Adversarial Network (GAN) using PyTorch to create high-quality synthetic tabular data. * Designed and implemented both Generator and Discriminator neural networks, ensuring synthetic data mimics the statistical properties of the original dataset. * Integrated data preprocessing techniques (e.g., standardization) and employed loss visualization for training monitoring. * Delivered a solution capable of generating and exporting synthetic data for practical applications. * Tools: Python, PyTorch, Pandas, NumPy, Matplotlib, Scikit-learn.   **GPT-2 Fine-Tuning Project**   * Fine-tuned GPT-2 to generate narratives based on a dataset of children’s daily activities, hobbies, and interests. * Processed and combined text datasets, leveraging PyTorch and the Transformers library for model training with custom token handling and efficient batching. * Configured advanced training parameters, including FP16 optimization and gradient accumulation, ensuring high-quality text generation. * Designed evaluation metrics to validate model output based on target word frequency and prompt completion accuracy. * Tools: Python, PyTorch, Transformers, CUDA.   **Predict-Classification-Score Project**   * Developed a neural network model in PyTorch to predict classification scores for iris flowers based on four input features. * Preprocessed the Iris dataset by standardizing features, creating Data Loader objects, and splitting data into training and testing sets (80-20 split). * Designed a three-layer architecture (input, hidden, and output) to predict probabilities for Setosa, Versicolor, and Virginica classifications. * Achieved a final test loss of 0.21 with effective use of the Adam optimizer and Mean Absolute Error (L1Loss). * Tools: Python, PyTorch, pandas, scikit-learn, NumPy.   **Reinforcement Learning Algorithms Implementation**   * Implemented three reinforcement learning algorithms—Monte Carlo, Q-Learning, and Value Iteration—to optimize policies in a stochastic environment. * Designed algorithms to handle state-action pairs with defined rewards, transition probabilities, and convergence criteria. * Monte Carlo: First-visit method for state-value updates; Q-Learning: Off-policy temporal difference learning with epsilon-greedy strategy; Value Iteration: Dynamic programming for iterative policy optimization. * Outputs include learning progress, optimal policies, and convergence data for decision-making scenarios. * Tools: Python.   **UDP Communication System**   * Developed a suite of Windows-based UDP communication programs, including basic UDP communication, UDP echo services, and UDP-over-TCP tunneling. * Implemented efficient non-blocking I/O, binary-safe data handling, and robust buffer management for large datagrams (up to 64KB). * Designed a UDP-over-TCP tunnel with message framing and boundary preservation, supporting multi-endpoint communication. * Focused on comprehensive error handling, resource cleanup, and adherence to security best practices. * Tools: C, Linux |