

Calvin Cheng

Software Developer | B. Eng Electrical Engineer



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Technical Skills

Programming Language | JavaScript • HTML/CSS • TypeScript • Java • Python

Technologies | React Native/React/Redux • Next.js • MongoDB • Node • Express • Rest API

Applications Tools | Visual Studio Code • Git • JIRA

Education

Concordia University | Bachelor's in Electrical Engineering Co-op | 2014 - 2018

- **Project Smart Paddling** (3rd place) | Planned milestones and drafted design requirements for Smart Paddling, facilitated workload for the team to perform for the project as well as course load. Responsible for identifying the algorithm used for unit conversion to obtain desired values.

Work Experience

Thirdbridge | Software Developer | JUN 2021 – PRESENT

- Developed a feedback modal after a bad rating to prompt users to leave a comment on their experience using Circle K EasyFuel. This information is crucial for Circle K to improve the UX/UI of customers.
- Implemented a Referral method using Firebase Dynamic Links for users to have a method to share the applications with their friends. The Firebase analytical feature are important data used by Circle K to improve their services.

Onepoint @Société Générale | Operation and System Analyst (Devops) | MAR 2021 – MAY 2021

- Resolve day to day incidents rapidly with the internal trading systems to prevent traders from missing crucial trades throughout the day. Resolved missing data in regulatory reports which prevented the company from receiving high-cost penalty.
- Ensured stock trades regulatory reports are sent out at the end of the day through the internal pipeline.
- Refined the teams' documentation to allow easy on boarding for the future employees

REL Realty Advisors | Software Developer | **Website:** relra.com | SEPT 2020 – DEC 2020

- Built the company website under 2 weeks timeframe which allows REL Realty Advisors to be exposed quickly to the search engine algorithm and increase traffic business.

Projects

E-Sport Statistic Tracker | **Website:** guesswhoapp.herokuapp.com/ | APR 2020 – MAY 2020

The goal of this project was to get myself familiar with the disciplines involved with building a complete full stack software product and learn how to build an app end-to-end.

- Designed, architected, and deployed on Heroku a web app to allow professional and casual League of Legends players to train and improve their game knowledge about team composition. The app uses React.js, Redux, MongoDB, Mongoose, Express, and Restful API calls.
- Built web crawler using BeautifulSoup a Python package to store data in a MongoDB database.

Volunteering

Tutoring | SEPT 2020 – DECEMBER 2020

- Tutored a McGill student in their programming classes in **Java** Object-Oriented Programming concepts.

Dragon Boat Canada 24U Virtual Games | SEPT 2020 – JAN 2021

- Planned the event structure and visual graphics for a live stream and handled the backend control during the event to make sure everything goes as schedule.