Edward Cheung

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Education

New York University   **Sept. 2017 - May, 2021**
Bachelor's in Computer Science, Minor in Game Design   *New York, NY*
- **GPA**: 3.6 / 4.0
- **Relevant Coursework:** Applied Internet Technology, Agile Software Development, Data Structures, Basic Algorithms, Computer Systems Organization, Operating Systems, Discrete Mathematics, Linear Algebra

Skills

- **Programming**: Python, Java, C, JavaScript, HTML5, CSS, React.js, MongoDB, PostgreSQL, Node.js, Terraform Scripting, Ansible Playbooks, Working in an Agile Environment, Scraping and Using APIs
- **Computer Skills**: Git, UNIX Commands, Bamboo, Jira, Fisheye, Docker, SSH/PuTTY, Remote Desktop, Heroku, VMWare, Slack, Microsoft Office, Audacity, OBS
- **Languages:** Conversational Cantonese, Basic Japanese

Work Experience

Smarter Grid Solutions   **June 2019 - August 2019**
DevOps Engineer Intern   *New York, NY*
- Reduced the time necessary for developers to gain access to personal virtual machines by developing scripts to fully automate the provisioning of virtual machine environments
  - Utilized the Terraform scripting tool to create virtual machines in Amazon Web Services and VMWare
  - Deployed company software and tools through Ansible Playbook YAML scripts
  - Integrated scripts with Atlassian's Bamboo Continuous Deployment/Integration service to fully automate the process of virtual machine provisioning
- Maintained existing virtual infrastructure on Amazon Web Services and VMWare

Projects

Supperwhere - A Tailored Restaurant Application   **Github | Link**
React.js, CSS, JavaScript, Node.js, Express.js, MongoDB
- Developed a mobile friendly web application that automatically generates restaurant recommendations for users
- Created an algorithm which discovered nearby restaurants based on the user's dietary and financial preferences, in addition to their recent meal history
- Utilized Zomato's API to curate restaurant listings as well as allow users to freely search for restaurants
- Implemented a user authentication system using JSON Web Tokens
- Built with a team of three other engineers using an Agile approach to Software Development

WhatChat - A Chat Room Application   **Github | Link**
Handlebars.js, CSS (Bootstrap), JavaScript, Node.js, Express.js, PostgreSQL
- Developed a web application where multiple users could send messages to each other in a real time chat room
- Constructed features allowing users to create/delete chats as well as search for and join previously made chats
- Composed chat room features allowing users to delete their messages and filter for messages by user/content
- Utilized the Socket.IO library to perform real time communications via WebSocket

Twitter Bot - @The_Thebot   **Github | Link**
Python
- Developed a bot which periodically constructs phrases and posts them to Twitter as tweets
- Designed an algorithm that iterates a list of nouns and modifies each noun to create a humorous phrase
- Utilized the Twitter API through the Python Tweepy library

Extracurricular

HackNYU 2020   **March 2020**
Volunteer   *New York, NY*
- Aided Hackathon contestants by reminding them of coding deadlines and by guiding them around the venue
- Established a safe environment by verifying that attendees followed the Major League Hacking code of conduct