

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:** Data Structures and Algorithms, Computer Systems Organization, Operating Systems, Calculus I, Calculus II, Discrete Mathematics, Basic Algorithms, Linear Algebra, Applied Internet Technology (Full Stack Development), Agile Software Development

Skills

- **Programming:** Java, Python, C, C#, JavaScript, HTML5, CSS, MongoDB, Node.js, React.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, 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

March 2020 - May 2020

- Developed a web application that helps users find restaurants based on their dietary and financial preferences, in addition to their meal history
- Utilized Zomato's API to curate restaurants for users as well as allow users to freely search for restaurants
- Implemented a user authentication system using JSON Web Tokens
- Front End developed in React.js
- Back End developed in JavaScript with Node.js and Express.js while integrating MongoDB to store user data

WhatChat - A Chat Room Application

October 2019 - November 2019

- Developed a web application where multiple users could send messages to each other in a real time chat room
- Created features where users could create different chats, delete their own messages, and filter for specific messages within a chat
- Utilized the Socket.IO library to perform real time communication via WebSocket
- Front End developed in HTML5, CSS, JavaScript with Handlebars.js templating
- Back End developed in JavaScript with Node.js and Express.js while integrating MongoDB to store message and chat data

Twitter Bot (@The_Thebot)

March 2019

- Developed a script that periodically posts Twitter tweets using the Twitter API
- Iterates a list of nouns and modifies each noun to create a humorous tweet
- Written in Python with the Tweepy library