

Edward Cheung

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Education

New York University

Bachelor's in Computer Science | Minors in Game Design & Japanese

May 2021

New York, NY

Skills

- **Programming:** Python, Java, C, JavaScript, Node.js, SQL, Redis, DynamoDB, MongoDB, HTML/CSS, React.js, Terraform, Ansible
- **Tools:** Git, UNIX, AWS, Docker, Kubernetes, Windows RDP, Heroku, VMWare, Apache SVN
- **Languages:** English, Japanese

Work Experience

Sony Interactive Entertainment

June 2022 - Present

Software Engineer (Back-End)

Tokyo, Japan

- Introduced a number of new technologies and libraries, both internal and external, to enhance the functionality of several PlayStation Network services
- Utilized internal libraries to design and implement a number of APIs used across online services
- Developed an automated smoke testing routine used in testing a service with over 10,000 requests per second
- Cooperated with product teams and engineers across the globe in the development of ongoing services

Sony Interactive Entertainment

November 2021 - May 2022

Software Engineer (Back-End)

San Francisco, CA (Remote)

- Leveraged internal libraries and APIs to create interactive online experiences for the PlayStation 5 Console
 - Contributed to the development of back-end logic and design for PlayStation 5 Tournaments, an online feature servicing thousands of users across numerous game titles
- Designed database schemas corresponding to both the business and logical requirements of ongoing services
- Increased code coverage to over 80% across an extensive code base through unit and component tests
- Cooperated with Quality Assurance Engineers and Product Managers to resolve bugs and defects

Smarter Grid Solutions

June 2019 - August 2019

DevOps Engineer Intern

New York, NY

- Increased developer productivity by fully automating the process to provision development 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
 - Fully automated the provisioning of environments with Atlassian's Bamboo CI/CD tool
- Maintained existing virtual infrastructure across Amazon Web Services and VMWare

Projects

Supperwhere - A Tailored Restaurant Application

[Github](#)

React.js, CSS, JavaScript, Node.js, Express.js, MongoDB

- Developed a mobile friendly web application that 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](#)

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