

# Edwin Cheng

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## Skills

JavaScript, React, Redux, Ruby, Ruby on Rails, HTML, CSS, PostgreSQL, Webpack, jQuery, Git, Heroku, Mongoose, MongoDB, Express.js, Node.js, SQL

## Projects

**SoundOcean** (JavaScript, React / Redux, Ruby / Rails, CSS, PostgreSQL, Webpack)

[Live Site](#) | [GitHub](#)

*Full Stack music sharing website based on SoundCloud*

- Built a track play bar with HTML5 audio component, using “setInterval” method to update the scrubber’s position based on the track’s current progress, which enables track skipping
- Created a homepage of all tracks currently uploaded, using “componentDidMount” to fetch their data from the backend PostgreSQL database, for users to easily browse and listen to
- Integrated AWS (S3) to store audio track files, cover arts, and profile pictures in the cloud, by setting up dev and production buckets on the Rails backend, resulting in faster loading times
- Constructed a dynamic upload page, using “FileReader” to store the selected audio track and cover art in the local React state, allowing users to share their tracks with others

**TimeBlocks** (JavaScript, HTML5, CSS, MERN Stack, Git, Heroku)

[Live Site](#) | [GitHub](#)

*Touch-friendly time management app for both web and mobile users*

- Designed and built dynamic splash, login, and sign up pages, by using media query to adjust page layout and button sizes, to streamline UX for users on the web and on mobile devices
- Created user profile page displaying the current user’s friend list in top-down format with FlexBox, enabling users to navigate to their friend’s show page or remove friends with a click
- Added friend show pages displaying a friend’s current schedule in grid or list format, toggled through an “onClick” event listener, to inform visitors of their friend’s available time slots

**Sword vs Horde** (JavaScript, Canvas API, HTML5, CSS)

[Live Site](#) | [GitHub](#)

*JavaScript Hack-and-Slash game*

- Animated a swordsman with “requestAnimationFrame” and “setInterval” methods for precise user control
- Implemented periodic enemy spawning in eight randomized locations using “Math.random” method to engage players with unpredictable enemy movement every round
- Implemented a pause screen with “window.addEventListener” and Canvas 2D’s “fillRect” methods to allow players to freely take a break and jump back into gameplay

## Experience

**Freelance Game Composer**

Jan 2014 - Oct 2017

- Composed 17 original music tracks for 2 games developed by an independent game studio
- Collaborated with other composers to provide music direction and create consistent soundtracks

## Education

**App Academy**

Oct 2020 - Mar 2021

Intensive software development bootcamp with focus on full stack web development

**Berklee College of Music**

Sep 2015 - May 2020

B.A. in Professional Music, Concentration in Classical Composition