Edwin Cheng

(415) 342-0618   edwincheng3@gmail.com   Portfolio   LinkedIn   GitHub   San Francisco, CA

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
- Constructed 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