

YONGKANG CHENG

chengyongkang.me | 437-663-2855 | github.com/Ken-2511 | iwmain@outlook.com | linkedin.com/in/chengyongkang

EDUCATION

University of Toronto (St. George Campus), Toronto, ON Sep 2023 - May 2028 (expected)
Bachelor of Applied Science in Computer Engineering + PEY Co-op
GPA: 3.92/4.0 (Top 30 among first-year ECE students)
Relevant Courses: Applied Fundamentals of Deep Learning, Software Design and Communication

TECHNICAL SKILLS

- **Programming:** Python, C/C++, JavaScript/TypeScript, Bash
- **Frameworks:** PyTorch, FastAPI, React
- **Tools:** Linux, Docker, Kubernetes, Terraform, Helm, Git, Datadog, AWS
- **Cloud and Infrastructure:** AWS VPC, Nginx, SSH, CI/CD pipelines

EXPERIENCE

- Infrastructure Intern, Handwritten Text Recognition** Jun 2024 - Aug 2024
- Deployed CRNN models on cloud infrastructure, leveraging Docker containers and Kubernetes orchestration.
 - Reduced deployment times by 35% by optimizing CI/CD pipelines with GitLab.
 - Improved monitoring and error detection by integrating Datadog and Opsgenie into workflows.
- Infrastructure Engineer, WillPower Monitoring System** Jan 2025 - Present
- Built a modular infrastructure system using Docker, FastAPI, and Nginx for time management monitoring.
 - Automated deployment of services using Terraform, cutting manual provisioning time by 50%.
 - Currently exploring cost-saving measures in AWS through resource usage analysis.
- Frontend Manager, Voluntrack.org (Non-Profit)** May 2024 - Present
- Coordinated a 4-person frontend team using React.js to renew the web interface.
 - Enhanced API request handling and error monitoring, improving performance by 20%.
- Self-Clone Chatbot with Diary Database** Oct 2024 - Present
- Built a self-hosted AI-powered chatbot that replicates personal interaction styles, deployed using React.js, FastAPI, and Nginx on a Raspberry Pi.
 - Integrated OpenAI API and a NoSQL database for real-time Q&A functionality with personal diary data.
 - Ensured secure and seamless remote access by implementing TLS encryption, DDNS, and optimizing for daily traffic from personal networks.

PROJECTS

- Verilog Pac-Man Game (University of Toronto)** Nov 2024
- Created an FPGA-based Pac-Man game using Verilog, supporting VGA output and PS/2 input.
 - Enhanced modularity in game design by automating Verilog module testing pipelines.
- RainBirthdayGift – AI-Driven Chatbot** April 2024
- Built a lightweight chatbot using C#, .NET, and WPF with OpenAI API integration.
 - Reduced API costs by implementing asynchronous calls and efficient logging.

AWARDS & ACCOMPLISHMENTS

- ECE Awards & Dean's List Scholar (UofT)** Sep 2024
- Recognized for outstanding academic performance (GPA 3.92/4.0).
- American Computer Science League (ACSL) - Bronze Prize** Jan 2021
- Placed in top 10% overall, with top-20% scores in the 4th round, after 60 hours of training.