STEVEN HAO CHENG

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EDUCATION

University of Toronto, St. George   *Nov. 2017*
Bachelor of Science, specializing in Computer Science

TECHNICAL SKILLS

Programming Languages	Java, JavaScript, Python, C, PHP
Programming Tools & Libraries	HTML5, CSS3, Node.js, jQuery, Bash, Github, AWS
Query Languages	XPath, MySQL, MongoDB, PostgreSQL
Design Patterns & Techniques	DOM, MVC, JSON, AJAX, OOP, UML
Operating Systems	Microsoft Windows, Linux (Ubuntu)

WORK EXPERIENCE

IBM Internship   Sep. 2015 - Aug. 2016
Java/Javascript/HTML Developer

· Operated as a level 3 technical support for Rational Software Architect.
· Studied the existing codebase and framework, addressed escalations and resolved bugs.
· Assisted in the development of a collaboration application; coded application functionalities using tools and libraries, such as KeyboardJS and Rappid API.

RELEVANT EXPERIENCES

Web Development Assignment: Connect 4   Nov. 2014

· Developed a web-based version of Connect 4 with the CodeIgniter framework.
· Enhanced the security of the website by using the Securimage PHP Library.
· Managed multiple instances of the game concurrently with the use of Read Locks in MySQL.
· Used AJAX to update the game board without reloading the whole page.

Web Development Assignment: Breakout   Oct. 2014

· Developed a browser-based version of the arcade game Breakout with client-side web technologies.
· Created the game using HTML5, CSS3, and JavaScript.
· Updated the state of the game visually by using DOM and Canvas.

Android Application Project   Oct. 2013 - Dec. 2013

· Learned and reinforced Object-oriented Design Principles.
· Conducted the scrum software development process.
· Developed skills in Android Development Tool and programming in Java using Eclipse.

Video Game Design Final Project   Oct. 2012 - Nov. 2012

· Created an educational game from scratch starting with concepts and abstractions.
· Completed phases of game development, including the creation of Alpha and Beta versions of the game.
· Presented the game idea to the class through a Game Pitch.
· Evaluated the game by collecting and incorporating feedback data during the playtesting stage.