Leo Cheng

Software Engineer

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🧠 Skills

Javascript, Typescript, React, Redux, Jest, jQuery, Ruby on Rails, Rspec, MongoDB, Express, Node.js, Mongoose, PostgreSQL, Webpack, NPM, Git, Heroku, AWS, HTML, CSS, SQL

🗁 Projects

MeetGreet ⌘
Full stack clone of Meetup, a platform for joining groups and attending events
- Designed back-end database for users, groups, and events using Ruby on Rails with PostgreSQL
- Exposed API endpoints for front-end rendering, fetching, authentication, and searching
- Utilized Typescript with the latest versions of React, Router, and Redux libraries to provide robust front-end state management and a smooth user experience
- Incorporated AWS S3 for photo storage, allowing users to set custom avatars

PlanPals (WIP) ⌘
Lightweight MERN application designed to assist small social circles in planning gatherings and hangouts
- Incorporated Material UI with React to build effective and responsive frontend components
- Leveraged React Query for smart data caching and writing clean, maintainable code
- Implemented tests using Jest and React Testing Library, covering key components, API calls, and user events

JS Billiards ⌘
Billiards game created with Javascript and HTML Canvas
- Employed Canvas API to render dynamic animations and real-time display
- Developed game interface with collision detection and intuitive controls
- Built game loop for two players with victory conditions and turn logic based on standard 8-ball rules

💼 Professional Experience

Assistant Editor   Apr 2019 – Dec 2022
Zero Point Zero Productions
- Implemented efficient transcription methods, saving 80% on costs and increasing prep speed by 50%
- Collaborated with editorial, sound mix, and graphics teams to deliver cuts to networks and clients
- Edited trailers, sample reels, episode scenes, cold opens, and social platform video clips

Senior Media Manager   May 2016 – Apr 2019
Zero Point Zero Productions
- Optimized processing workflow and hardware, improving throughput and lowering costs by 20%
- Supervised media management team and trained new hires in strict media processing protocols
- Processed, ingested, archived, and logged all media shot by production teams
- Troubleshooted issues across various teams and projects in post-production department

🎓 Education

App Academy Open   Dec 2021 – Apr 2022
Immersive full stack software development course

Boston University   2010 – 2014 | Boston, Massachusetts
Bachelor of Sciences in Film and TV