

Leo Cheng

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SKILLS

Languages: Typescript, Javascript, SQL, HTML, CSS

Frameworks: React, Zustand, Node.js, GraphQL, Hasura, Fastify, Express, Expo, Shadcn, Webpack, Turborepo

Tools / Databases: PostgreSQL, MongoDB, Garden, Kubernetes, GitHub Actions, Google Cloud Platform

WORK EXPERIENCE

Full Stack Software Engineer, Volo Sports – Remote

Apr 2023 – Present

- Built complex internal admin tooling to manage venue and permit data, handling data creation, configuration, lifecycle controls, and geolocation validation across core operational workflows
- Developed a multi-platform customer feature with new UI components and Stripe payment flows, unlocking a new revenue stream for the business
- Maintained and modernized a large legacy codebase by porting core features to newer platforms, delivering UX/UI improvements while addressing critical technical debt.
- Designed and implemented a standardized cross-platform permissions system, defining six distinct roles and building an internal dashboard for access management
- Identified and executed data model and API improvements that reduced latency by ~60% on internal and customer-facing queries
- Mentored interns and newly onboarded engineers through code reviews and design discussions, helping establish standards for clean, reusable, and maintainable code

Sr. Media Manager / Assistant Editor, Zero Point Zero Productions – New York, NY

May 2016 - Dec 2022

- Optimized media processing workflow and hardware, increasing throughput and lowering costs by 20%
- Redesigned media storage and retrieval processes, doubling access speed and reducing risk of media loss
- Coached and trained media management teams on strict processing and quality-control protocols
- Diagnosed and resolved technical issues across post-production teams to keep projects on schedule

PROJECTS

PlanPals

github.com/cptleo92/PlanPals

- Built a responsive full stack application with React / MaterialUI and MongoDB
- Leveraged React Query for data fetching, caching, and mutations to improve code readability
- Implemented Jest and Cypress tests for key components, API calls, and user interactions
- Deployed production build on Fly.io using GitHub Actions CI/CD pipeline

Interactive Stick Control

github.com/cptleo92/StickControl

- Developed a simple, user-friendly interface with Svelte and Tailwind
- Created reusable functionality for rendering sticking patterns into sheet music
- Hosted on Netlify with continuous delivery through GitHub Actions

EDUCATION

Boston University

Aug 2010 – Jan 2014

Bachelor of Science in Film and Television

Boston, MA