Leo Cheng

Software Engineer

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

Projects

PlanPals 🔗

Lightweight MERN application designed to assist small social circles in planning gatherings and hangouts

- Used 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
- Set up CI/CD pipeline using Github Actions with production build hosted on Fly.io

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

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

- Improved project efficiency by implementing faster sync/group methods, providing more availability for editorial assistance, and encouraging communication and feedback across all company projects
- 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

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

Boston University

2010 - 2014 | Boston, Massachusetts