

LEO CHENG

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TECHNICAL SKILLS

- **Languages:** Javascript - Typescript - Ruby - SQL - HTML/CSS - Python
- **Technologies:** React - Express - Node.js - Redux - Ruby on Rails - Next.js - Svelte
- **Other Tools:** Git - Jest - Cypress - MongoDB - PostgreSQL - AWS S3 - GitHub Actions - Linux - Windows

PROJECTS

PlanPals

[GitHub](#) | [Live](#)

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

- Created a modern and responsive full stack application, integrating a React / MaterialUI frontend with a RESTful API on a MongoDB database
- Leveraged React Query for data fetching, caching, and mutations, improving code readability
- Implemented tests using Jest and Cypress, covering key components, API calls, and user events
- Deployed production build on Fly.io through a CI/CD pipeline using GitHub Actions

MeetGreet

[GitHub](#) | [Live](#)

Full stack clone of Meetup, a platform for joining groups and attending events

- Designed back-end database using Ruby on Rails with PostgreSQL, exposing RESTful API endpoints for rendering, fetching, authentication, and searching
- Utilized Typescript with React, 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

[GitHub](#) | [Live](#)

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

PRIOR WORK EXPERIENCE

Assistant Editor

April 2019 - December 2022

Zero Point Zero Productions

New York, NY

- Improved project efficiency by implementing faster sync/group methods, providing more availability for editorial assistance, and encouraging communication and feedback across all company projects
- Worked directly with the company founder on project pitches and demos, resulting in 5-6 months of additional revenue and clientele
- Collaborated with color, sound mix, and graphics teams to deliver assets quickly and precisely, reducing overall project budgets by 5%
- Edited trailers and social media video clips, contributing to 10% of the company's online presence and visibility

Senior Media Manager

May 2016 - April 2019

Zero Point Zero Productions

New York, NY

- Optimized media processing workflow and hardware, improving throughput and lowering costs by 20%
- Restructured media library and data storage, doubling media retrieval speed and significantly reducing the chance of losing media due to inaccuracy
- Supervised media management team and trained new hires in strict media processing protocols
- Troubleshooted technical issues across various teams in post-production department

EDUCATION

App Academy Open

December 2021 - April 2022

Immersive full stack web development and software engineering course

Remote

Boston University

August 2010 - January 2014

Bachelor of Science in Film and Television

Boston, MA

INTERESTS

Drums - Electric guitar - Fantasy fiction - Volleyball - Climbing - Hiking