

# Leo Cheng

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## SKILLS

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**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

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**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

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**PlanPals** [github.com/cptleo92/PlanPals](https://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](https://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

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**Boston University** Aug 2010 – Jan 2014  
Bachelor of Science in Film and Television Boston, MA