

LEO CHENG

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Full-stack engineer experienced in modernizing legacy systems, designing scalable APIs, and shipping customer-facing features in production environments.

WORK EXPERIENCE

Full Stack Software Engineer

Volo Sports

April 2023 - Present

Remote

- Contributed to a backend migration from MongoDB to PostgreSQL with Hasura, improving scalability and developer velocity, and optimized performance on a revenue-tracking dashboard (reduced latency from ~20s to under 5s)
- Built and shipped customer-facing features and UI improvements to enhance user experience
- Maintained and modernized a large legacy codebase while developing new frontend platforms using modern tooling
- Frequently stepped in to troubleshoot and resolve production issues, delivering timely fixes and clear communication
- Collaborated with product to deliver complex internal admin tooling, significantly improving operational workflows for non-technical teams

Media Manager / Sr. Media Manager / Assistant Editor

Zero Point Zero Productions

May 2016 - December 2022

New York, NY

- 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

TECHNICAL SKILLS

- Languages:** TypeScript, JavaScript, SQL, HTML/CSS
- Frameworks / Stack:** React, GraphQL (Hasura, Apollo), Fastify, Express, Shadcn, Expo, PostgreSQL, MongoDB
- Integrations / Infrastructure:** Stripe, Braze, GCP, Kubernetes, GitHub Actions, Garden

PROJECTS

PlanPals

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

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

- 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

Practice tool for drummers featuring 72 patterns, metronome, and routine customization

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

- 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

JS Billiards

Billiards game created with Javascript and HTML Canvas

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

- Built an interactive 2-player game using the Canvas API with collision detection and game loop logic
- Developed victory conditions and turn management based on standard 8-ball rules

EDUCATION

Boston University

Bachelor of Science in Film and Television

August 2010 - January 2014

Boston, MA