

Leo Cheng

Software Engineer

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Skills

Javascript, Typescript, React, Redux, Jest, jQuery, Ruby on Rails, Rspec, MongoDB, Express, Node.js, Mongoose, PostgreSQL, 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

Zero Point Zero Productions

- Implemented efficient transcription methods, saving 80% on costs and increasing prep speed by 50%
- 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

- 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

App Academy Open

Dec 2021 – Apr 2022

Immersive full stack software development course

Boston University

2010 – 2014 | Boston, Massachusetts

Bachelor of Sciences in Film and TV