dannydeng.dev
github.com/dannyd2083

ZeCheng (Danny) Deng

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Technical Skills

- Programming Languages: **JavaScript**, TypeScript, Python, **C/C++**, **C#**, Java, Golang,
- Web Technologies: **React.js**, HTML5, CSS, Node.js, **Ant Design**, moment.js
- Game Development: **Unity**, **Unreal Engine**, SDL
- Database & Tools: **MongoDB**, **SQL**, Git, VS Code, Visual Studio

Technical Experience

JavaScript Developer Co-op	Semios	Jan 2022 – Aug 2022

- Built and maintained **React** components following **Agile** methodologies, ensuring consistent delivery quality
- Built reusable UI components using **Ant Design** library, implementing features like **data tables**, forms, and **interactive map interfaces**
- Resolved front-end bugs and implemented UI/UX improvements through effective collaboration with **QA team**
- Enhanced application functionality by implementing robust **form validation**, content sorting, and date/time management using **moment.js**

Web Developer	Bluvec Technologies Inc.	Sep 2021 – Dec 2021

- Developed company's landing page using **React**, ensuring responsive design and brand consistency
- Implemented automated testing suite using **Golang** to improve code reliability
- Built automated image management system using **GoCV** for timestamp processing and file cleanup

Technical Projects

Eggly Buddy	C++, SDL, ECS Framework	Sep 2023 – Dec 2023

- Programmed interactive elements using **C++** and **SDL**, enabling in-game pet mechanics and mini-games
- Implemented visual effects using custom shaders, including dynamic parallax background and animations
- Developed save/load system using **nlohmann/json** library for persistent game state

Swag the North	Unity, C#	Sep 2023

- **Top 12 Finalist** out of 200+ projects in Hack the North
- Spearheaded development of an immersive game using **Unity** and **C#**, featuring innovative swag collection mechanics
- Implemented core gameplay systems including player controls, item spawning, and scene management
- Led version control workflow and mentored team members in Git best practices

Locative Audio	Unity, C#	Jan 2023 – Apr 2023

- Developed a **GPS-based** mobile app that lets users discover Vancouver's cultural audio content at specific locations
- Built an efficient content management system using **XML** data structure and integrated **AR Foundation** for image detection
- Created an interactive map interface with **iGUI** featuring custom camera controls and smooth user navigation

FREN	React, JavaScript, MongoDB, Express, Redux	Jun 2021 – Aug 2021

- Built a social networking app with **user recommendation system** and **real-time chat** functionality
- Implemented **Redux** state management and routing for seamless user experience
- Developed responsive chat interface with **custom pop-up components** for friend recommendations

Education

Vancouver, BC	Simon Fraser University	Sep 2024 – Present

- Master's in Professional Computer Science
- Focus: **Cybersecurity**

Vancouver, BC	University of British Columbia	Sep 2018 – May 2024

- Graduated with a BS in Computer Science, **with Distinction**