

Dylan Cheng

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Objective: Third-year Computer Engineering student looking for Software Engineering Intern positions. Eager to gain experience in sub-fields encompassed by software engineering to explore possible career paths and learn new technologies/tech stacks. Available starting May 2023 for 4-month, 8-month, and 12-month positions.

TECHNICAL SKILLS

Languages: JavaScript, Python, C/C++, SQL, HTML/CSS, MATLAB, Verilog, ARM Assembly
Technologies: React.js, Next.js, Flask, Express.js, Firebase, Material UI, Bootstrap, Multisim, Java
Developer Tools: Git, Visual Studio, PyCharm, Vim

EDUCATION

University of Toronto September 2020 – Present
Bachelor of Applied Science in Computer Engineering + PEY Co-op Toronto, ON
Relevant Courses: Computer Architecture, Operating Systems, Data Structures and Algorithms, Software Design

EXPERIENCE

Software Engineering Intern May 2022 - August 2022
Bloom New York, NY

- Worked in a full-stack capacity to build internal tooling and infrastructure using **Node.js** and PostgreSQL to accumulate and visualize metrics for performance, demographic, and revenue for each client
- Implemented additional functionality of algorithm group selection in customer-facing dashboard using React
- Designed product image sliders in conjunction with **AJAX** which were deployed to 7 companies' respective websites
- Designed, programmed, and deployed a new product image interface to the PE Nation AU site
- Structured a new reusable workflow for A/B testing on customer product pages

Coding and Robotics Instructor July 2021 - September 2021
Wize Computing Academy Vancouver, BC

- Taught classes in robotics and coding to over 20 students in a wide age-range to promote early interest in STEM
- Engaged students in critical thinking and computer science concepts, which they learned to implement in basic programming languages and hardware

Private Programming Tutor July 2021 - September 2021
Privately Employed Vancouver, BC

- Developed weekly lesson plans and held private lessons for a high school programming student
- Taught the basics of control flow, data structures, and object-oriented programming in Java

PROJECTS

Spacestagram | [Website](#) | [Github](#) | *React, NASA Mars Rover API* January 2022

- Developed a mock Instagram app to show randomized pictures from the NASA Mars Rover API
- Implemented loading display for data fetch and lazy-loading for images using React state and conditional rendering
- Created "like" animation and modal functionality using refs and CSS keyframes

Student Life Mapper | [GitFront](#) | *C++, GTK, OpenStreetMap* January 2022 - May 2022

- Designed a linux mapping application focused on student life using a GTK-based graphics library
- Developed a grid clustering algorithm to dynamically group POIs by category
- Implemented A* and multi-Dijkstra path-finding algorithms for route navigation with C++ STL containers

RESTful Recipe API | [Github](#) | *Flask, Python, HTML, SQLite, SQLAlchemy, pandas* August 2021

- Created a **REST API** that fetches recipes from a database of over 230,000 recipes
- Generated a database by parsing a CSV data set using pandas and structuring a database using SQLAlchemy
- Implemented random and id-specific requests to access and modify the database using RESTful routing
- Tested API endpoints using **Postman**

Zen-Mo | [Github](#) | [Devpost](#) | *React, ReactRouter, Auth0, HTML, CSS, Bootstrap* November 2021

- Developed a full task-based productivity app with a timing function and with Auth0 authorization
- Led a team of 4: organized the project on Git and submitted to DevPost for the NewHacks 2021 Hackathon
- Developed the functionality and design of each page using React, CSS, Bootstrap as the front-end, and ReactRouter as the back-end