Dylan Cheng

604-362-6317 | dylan.cheng@mail.utoronto.ca | dc-cv.vercel.app | linkedin.com/in/dylnchng | github.com/dylncheng

Technical Skills

Frameworks & Tools: React, Next.js, Node.js, Firebase, PostgreSQL, Docker

Languages: C, C++, Python, Java, JavaScript(ES5 and ES6), ARM Assembly Programming

Development Tools: Git, Linux, Vim

EDUCATION

University of Toronto

September 2020 – Present

Bachelor of Applied Science in Computer Engineering + PEY Co-op

Toronto, ON

Relevant Courses: Operating Systems, Data Structures and Algorithms, Software Design, Networks, Distributed Systems

EXPERIENCE

Software Engineering Intern

May 2023 - Present

Zynga

Toronto, ON

Software Engineering Intern

May 2022 - August 2022

Bloom

New York, NY

- Worked in a full-stack capacity to build internal tooling and **REST API** endpoints using **Node.js** and **PostgreSQL** to accumulate and visualize metrics for performance, demographic, and revenue for each client
- Added functional improvements to Bloom's client-facing dashboard using React
- Integrated Bloom's algorithm into **7 clients'** websites with asynchronous JavaScript, and improved its performance by **decreasing its latency** on initial load to client websites
- Architected and deployed an interactive mobile-customer-facing interface to the PE Nation AU site
- Structured a reusable workflow for A/B testing with Bloom's algorithm on client product pages

Projects

Java Distributed System | Java

January 2023 - April 2023

- Designed a multi-client, multi-server, multi-threaded distributed system in Java that implements consensus algorithms, failure detection, failure handling, distributed mutual exclusion, and consistency mechanisms
- Created a ring-based consistent hashing mechanism using an MD5-encoded hashring
- Implemented a failure tolerant replication strategy for the ring-based topology
- Implemented a heartbeat failure detection mechanism and Lamport leader election algorithm for server failure detection and recovery

Square Booking App | Github | Next. js, Firebase, Square APIs, Material UI August 2022 - September 2022

- Designed a functional booking application in Next.js to mitigate the challenges of online booking for Square sellers
- Used Firebase Authentication and Firestore to verify, store, and query customer information
- Scheduled and queried bookings and available services from the Square seller dashboard using Square APIs
- Used server-side rendering to pre-load business and service-related information into React components

Student Life Mapper | GitFront | C++, GTK, OpenStreetMap

January 2022 - May 2022

- Designed a **GTK** mapping application in C++ which accesses data from the **OpenStreetMap API** to map out cities, and which can perform optimal route navigation
- Developed a grid clustering algorithm to dynamically group points of interest on map pan
- Implemented A* and multi-Dijktra path-finding algorithms using C++ STL containers for route navigation
- Optimized map loading time through data prioritization and multi-threaded computation