

Chen Cheng

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EDUCATION

Maynooth University

September 2021 - September 2023

MSc. Computer Science(Applied)

Kildare, Ireland

Beijing University of Posts and Telecommunications

June 2020

BE. Computer Science and Technology

Beijing, China

Hubei University of Economics

September 2009 - June 2012

Financial Management and Practice

Wuhan, China

TECHNICAL EXPERTISE

Languages: Java, Python, SQL, Racket, Haskell, Shell

Developer Tools: VS Code, IntelliJ Idea, Pycharm, Eclipse

Open Source Frameworks: Android, Flutter, Flask, React, JUnit

Others: Git, Gradle, Tomcate, MySQL, Firebase, Agile(Scrum)

WORK EXPERIENCE

Beijing Xiaomai Technology Co., Ltd.

August 2015 - May 2019

Android Application Engineer

Beijing, China

- Led two mobile applications called [Cornfield Online](#) and MaiMai. The former app is used for meeting the demands of potential home buyers. The latter app is designed for staff to fulfill daily routines.
- Developed and maintained a fundamental library that can drastically reduce the time of development.
- Worked with testers and product managers together to push the process of the project forward.
- Helped junior engineers or interns to be quickly familiar with the team, flows, and projects.
- Produced and collated documentation of valuable technologies used in the work.

PROJECTS

ReactWebChat(University program)

December 2021

- This application is a team project in one of the courses in the first academic year, achieved a public chat room online for those who have a google account.
- The main functionalities: login, logout, and instant messaging.
- Technology stack: React 17.0.2, Firebase 9.4.1, Bootstrap 5.1.3.
- Every UI component can automatically fit the browser and mobile screen by using **React + Bootstrap**.
- Completely take advantage of **Firebase**(Authentication & Realtime Database) to provide all functionalities to the front end.
- Tested the whole front end based on the black-box method.
- Development environment: React 17.0.2, Firebase 9.4.1, VS Code.
- Link: <https://github.com/freestyletime/ReactWebChat>

- The target of the application is to implement a simple human resources management system on Android & IOS platforms.
- The main functionalities: employee management, department management, post management, attendance management, and salary management.
- Technology stack: Flask 2.1.1, Ssqlalchemy 1.4.35, Flutter 1.0.0+1
- Implemented the mobile applications by using **Flutter** to support **Android & IOS** simultaneously.
- Incorporated **Flask** + **Ssqlalchemy** to implement the corresponding web application and deploy automatically through the shell script.
- Had unit testing coverage above 100% of the network interface through Postman and tested the whole front end based on the black-box method.
- Development environment: Flutter 1.0.0+1, python 3.7, Git, Pycharm, VS Code, Postman.
- Link: <https://github.com/freestyletime/HumanResourceManagement>

MaiMai

December 2015

- The application aims to build an internal platform for the staff who are mostly real estate brokers as a result users can do daily routines on the phone straight.
- The main functionalities: file approval, communication, contact search, house, memo, etc...
- Third-party library: **Retrofit2**, **Rxjava**, **Butterknife**, **ActiveAndroid ORM**, Glide, Otto, Cache, etc...
- Maintained Gradle script to build signed APKs with multi-channels before the deployment.
- Integrated with Umeng to keep track of and analyze user activities to improve the user experience.
- Design pattern & Architecture pattern: Builder, Proxy, Decorator, Strategy, Observer, MVC, MVP
- Development environment: Android-14, Gradle 1.3.1, Git, IntelliJ Idea, Ubuntu, Postman.

APPENDIX

M.Sc. COMPUTER SCIENCE(Applied)*Δ First Academic Year: 72.4%*

1. PROGRAMMING LANGUAGES & COMPILERS
2. COMPUTATION & COMPLEXITY
3. MOBILE APPLICATION DEVELOPMENT
4. MACHINE LEARNING & NEURAL NETWORKS
5. CRYPTOGRAPHY
6. PROGRAMMING LANGUAGE DESIGN & SEMANTIC
7. SOFTWARE ENGINEERING & SOFTWARE PROCES
8. THEORY OF COMPUTATION
9. PARALLEL & DISTRIBUTED SYSTEMS
10. NUMERICAL COMPUTATION
11. ADVANCED CONCEPTS & ISSUES IN COMPSCI
12. READINGS IN THE FOUNDATIONS OF COMPSCI

Δ Second Academic Year: Ongoing