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, Boostrap 5.1.3.
· Every UI component can automatically fit the browser and mobile screen by using **React** + **Boostrap**.
· 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

HRMS(Graduate program)   January 2020

· 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, Sqlalchemy 1.4.35, Flutter 1.0.0+1

· Implemented the mobile applications by using **Flutter** to support **Android** & **IOS** simultaneously.

· Incorporated **Flask** + **Sqlalchemy** 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 COMP.SCI
12. READINGS IN THE FOUNDATIONS OF COMP.SCI

Δ *Second Academic Year: Ongoing*