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# Jay Cheng

## Software Engineer

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### EXPERIENCE

#### Lightpath

Software Engineer (via TEKsystems)  
Full Stack Developer Intern

Remote/Bethpage, NY

Jan 2023 — Current  
Jul 2022 — Jan 2023

- Design, implement, and consistently enhance a customer portal serving 6000+ users for support ticket creation, invoice and billing management, and electronic billing exploration using React.js, Java Spring Boot, and PostgreSQL
- Collaborate with business analysts, project stakeholders, and project managers to identify products and technical requirements to update legacy Liferay JSP to a modern tech stack in an Agile work environment
- Utilize React's components and hooks to manage application state and queries, resulting in the development of a highly efficient, performant, and scalable front-end application that enhanced user experience and boosted performance by 16%
- Pioneer creation of user auditing process to assess data accuracy, accountability, security, and compliance, leading to significant enhancements in system performance that enhanced user experience for internal and external users.

#### University at Buffalo Nanosatellite Laboratory

Software Engineer

Buffalo, NY

Jan 2022 — Jul 2022

- Researched methods and APIs to incorporate software for a camera in the Glint Analyzing Data Observation Satellite (GLADOS) using core Flight System Platform (cFS) to gather essential light data on space debris for NASA
- Updated data for Space Situational Awareness (SSA) using cFS to develop mission applications, enable collaboration across organizations, lower deployment time for high quality flight software, and reduce project schedule and cost uncertainty
- Frequent short cycle labs and meetings to acquire knowledge in PCB design, software development, and hardware assembly, contributing to the enhancement of documentation that accelerated the onboarding process for new group members by 34%

### EDUCATION

#### Georgia Institute of Technology - Part-Time

Master of Science (MS) in Computer Science, Specialization in Machine Learning

Remote

December 2026

#### University at Buffalo, The State University of New York

Bachelor of Arts (BA) in Computer Science, Minor in Psychology

Buffalo, NY

May 2022

### PROJECTS

#### Study Seeker (React.js, REST API, CSS)

Jan 2022 — May 2022

- Programmed a web application to help students connect and create study sessions through the use of a social media platform to help students build communities, increase productivity, and nurture growth and success using React.js and Swagger API
- Produced and presented work that a scrum master assigned to ensure quality software using mobile-first development to fulfill weekly task deadlines using user stories and acceptance tests
- Incorporated ZenHub to create and assign tasks as a kanban board while ensuring tasks belong in proper workspace pipelines and Figma to create wireframe and UI/UX design

#### Mosaic Maker (React.js, Flask, MySQL, CSS)

Jan 2022 — May 2022

- Deployed a full-stack web application to create picture mosaic art using images uploaded by the user, keywords entered by the user or by random in a collaborative setting using GitHub for version control
- Led group in completion of weekly tasks through the use of a kanban board and bi-weekly sprint demos which led to a 2nd place finish in UB CSE Demo Day among 60+ other graduate and undergraduate groups
- Successfully created and maintained CI/CD pipelines for automated code deployment using Gunicorn and Nginx to host a Flask backend, React.js front-end, and MySQL database on an Apache server

#### Bullboard (Python, JavaScript, MongoDB, HTML, CSS)

Sep 2021 — Dec 2021

- Built a web application to help students in the university find friends and roommates by creating a live map web socket map
- Achieved implementation of a live map interaction using web sockets for concurrent users and led debugging efforts which resulted in a 21% improvement in run-time performance

### SKILLS

#### Software

#### Programming Languages

#### Frameworks

#### Coursework

Git, Emacs, Xcode, UNIX/Linux, Figma, Vim, Eclipse, VirtualBox, DBeaver

Python, JavaScript, C, C++, Java

React.js, Node.js, Django, MySQL, Flask, Spring, PostgreSQL

Data Structures, Web Applications, Computer Systems Administration, Software Quality in Practice,

Applied Human-Computer Interaction, Software Engineering