

Brooklyn, NY
917-346-9306
jaykaicheng@gmail.com

Jay Cheng

Software Engineer

jaykcheng.com
linkedin.com/in/jaykcheng
github.com/jaykcheng

EXPERIENCE

Lightpath

Software Engineer (via TEKsystems)
Full Stack Developer Intern

Remote/Bethpage, NY

Jan 2023 — Current
Jul 2022 — Jan 2023

- Designed, implemented, and enhance a customer portal serving 6000+ users for support ticket creation, invoice and billing management, and metrics reporting using React.js, Spring Boot, and PostgreSQL resulting in a 25% increase in traffic
- Collaborated with business analysts, project stakeholders, and project managers to identify products and technical requirements to update legacy Liferay JSP to a modern tech stack using Agile methodology
- 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 enhances user experience and boosts performance by 40%
- Pioneered creation of user auditing process to assess data accuracy, accountability, and compliance, leading to significant upgrades in security for internal and external users from start to finish

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, and reduce project schedule and cost uncertainty
- Frequented 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 on-boarding process for new group members by 35%

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

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

- 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 user stories 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 that expedited deployment by 80%

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

- 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 using React.js and custom 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 of over 100+ GitHub issues with 99% tasks completed
- Incorporated ZenHub to create and assign tasks as a kanban board optimizing project organization and workflow efficiency while ensuring proper agile pipelines were followed resulting in a 400% in overall task creations

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

- Built a full-stack web application to help students in the university find friends and roommates using Python, JavaScript, and MongoDB in collaboration with 4 other developers
- Achieved implementation of a live map interaction using web sockets for concurrent users and led debugging efforts which resulted in a 25% improvement in run-time performance

SKILLS

Software

Technologies

Coursework

Git, Emacs, Xcode, UNIX/Linux, Figma, Vim, Eclipse, VirtualBox, DBeaver
Python, JavaScript, C, C++, Java, React.js, Node.js, Django, MySQL, Flask, Spring Boot, PostgreSQL
Data Structures, Web Applications, Computer Systems Administration, Software Quality in Practice, Applied Human-Computer Interaction, Software Engineering