Jimmy **Cheung**

FULL STACK WEB DEVELOPER · FORMER QA ANALYST

☐ (929) 888-2780 | ✉ jimmy.h.cheung@gmail.com | ○ jhcheung | in jhcheung

Summary

Full stack web developer with experience in Ruby and Javascript. My previous experience as a QA Analyst has powered my passion for working with products and solving issues in code and with code.

Technical Skills

Programming	Ruby, Javascript
Backend	Ruby on Rails, REST API, PostgreSQL
Frontend	React, Redux, HTML5, CSS
Misc.	Phaser3, Boardgame.io, LaTeX, Object Oriented Programming, Functional Programming

Technical Projects

Almost Simply One   *Github / Demo*

A WEB ADAPTATION OF *Just One* BOARD GAME
- Utilized open source Javascript framework *Boardgame.io* for game logic, real-time communication, and state management between clients
- Implemented user interface using *React* and *Redux* with *Semantic UI React* for styling

Back Support   *Frontend / Backend*

A TICKETING SYSTEM APP FOR CUSTOMER SUPPORT AGENTS BASED ON *Zendesk*
- Developed a *Rails* API backend with endpoints for users, messages, and tickets
- Implemented user interface utilizing *React* with *Bootstrap React* for styling
- Used *ActionCable* to push messages and tickets through WebSockets for simultaneous client updates
- Utilized *JSON Web Tokens* and *localStorage* to store encrypted user information client-side

Click Runner JS   *Github*

A VIDEO GAME WITH AUTORUNNER AND CLICKER GAME ELEMENTS
- Developed a *Rails* API backend with endpoints for games and users
- Utilized *Phaser 3* Javascript Game Framework for game logic, stage management, and animations
- Implemented user interface using Vanilla *Javascript* and *Phaser 3*

TrubyaRails   *Github*

A VIDEO GAME WITH TRIVIA QUESTIONS AND PICTURE GUESSING ELEMENTS
- Developed with *Rails* backend and frontend
- Scraped *OpenTrivia API* for trivia questions
- Implemented user interface with Rails ERB and HTML with Bootstrap and SASS CSS for styling

Work Experience

Vimeo   *Brooklyn, NY*

QA ANALYST   *Oct. 2018 - Apr. 2019*
- Assembled test plans and wrote test cases for Livestream Studio & Mevo, our livestream encoding software and livestreaming camera
- Performed regression testing, smoke testing, performance testing, and manual testing on our applications
- Coordinated with an international team of QA Analysts to meet test plan deadlines
- Troubleshooted & submitted issues that were discovered during testing or reported from users during beta testing and user acceptance testing

Vimeo (acquired Livestream)   *Brooklyn, NY*

LIVE VIDEO SUPPORT SPECIALIST   *Dec. 2016 - Oct. 2018*
- Solved over 9500 tickets in our customer ticketing system with a 90% customer satisfaction rating
- Served as lead support agent overseeing technical escalations for Livestream Studio and Mevo
- Troubleshooted and advised customers' livestreaming audio and video workflows
- Wrote and updated customer facing FAQs and other internal documentation for our products

Education

Flatiron School   *New York, NY*

SOFTWARE ENGINEERING IMMERSIVE   *Oct. 2019 - Jan. 2020*
- Rigorous 15 week software engineering bootcamp focused on building dynamic web applications with Ruby, Rails, Javascript & React

Binghamton University   *Binghamton, NY*

BACHELOR OF ARTS, DOUBLE MAJOR IN POLITICAL SCIENCE & CHINESE STUDIES *Sept. 2013 - May 2015*
- Graduated *magna cum laude*
- GPA: 3.70

Stony Brook University   *Stony Brook, NY*

TRANSFERRED TO BINGHAMTON UNIVERSITY   *Jan. 2012 - May 2013*
- GPA: 4.00

Stuyvesant High School   *New York, NY*

REGENTS DIPLOMA   *Sept. 2007 - Jun. 2011*