Tate Cheng

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/in/tate-cheng/

Education

University of Waterloo
Bachelor of Computer Science
Anticipated: April 2021

Skills

Languages
Python • C++

Experimental
Blender • Unity • Unreal

Spoken Languages
English • Cantonese
Mandarin

Projects

RUHacks2018 🔗
Best Green(Money) Hack
Built Cocoa, a proactive
budget financial app

ConuHack2018 🔗
First Place API Challenger
Winner
Hackathon Overall Third
Place Winner
Built Awesome sport, an
automatic soccer game
highlighter

Interests

PC gaming / Virtual Reality
Casual Dancing

Experience

Software Developer
Riot Games
June 2020 - Current
[C++,React, Chromium]
- Developed various feature in Riot Client such as Social Sign On or Requiring Vanguard Restart.
- Develop new and upcoming Multi-Game Riot Client

Software Developer
Bank of Montreal Financial Group
May 2019 - Aug 2019

[C#,Java]
- Developed and implemented authentication and encryption for premise and Cloud **Gemfire** data grid's Client and Server
- Enhanced Gemfire Data Browser functionality to enable exporting thousand's or more row of data in JSON format
- Created a data provisioner for market stress data

DevOps Engineer Intern
Bank of Montreal Financial Group
Sept 2018 - Dec 2018
[Python,Selenium]
- Developed and managed **Ansible Playbooks** to perform software configuration management
- Developed control center configuration automation

Data Analyst Student Intern
Royal Bank of Canada
May 2018 - Aug 2018
[Python,Google Analytics]
- Developed an automated test suite to verify correctness and presence of analytic data from RBC mobile app
- Assisted in repairing a fingerprint authentication issue on the mobile app

Machine Learning Research Assistant
Epiphany Asset Management (HK) Limited
May 2017 - July 2017
[Python,Sci-Kit Learn, Keras]
- Compared different machine learning algorithm models' performance using market stock's value as data