

Eugene Cheng

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Projects

Yowl (Rails, React.js, Redux, PostgreSQL)

Single page web application based on Yelp

- Enables RESTful JSON API for creating new users, locating businesses, and making reviews
- Caches database queries client-side in Redux store to prevent unnecessary queries and optimize load time
- Integrates Google Map API for geolocation, providing visualization of business locations

Crystal Hunter (JavaScript, CSS3, HTML5 Canvas)

Browser game based on Sokoban using Object-Oriented design

- Incorporates Easel.js library to simplify HTML Canvas functionality and create more visually appealing gaming experience
- Leverages inheritance through Tile parent class for extensible game objects and DRY code

JEasy (JavaScript)

Lightweight JavaScript DOM Manipulation Library

- Simplifies DOM manipulation, event handling, and Ajax requests, allowing for more readable and concise code

EXPERIENCE

INTEL-NTU Connected Computing Center Taiwan

Taipei City,

Research Intern

June 2016–August 2016

- Implemented LED light warning system using Python
- Researched internet of things implementations for smarter technologies in daily use
- Created a security system by combining LED lights, sound sensors, and thermal sensors through NTU's WuKong IoT middleware system

Breaking Walls

New York, NY

Facilitator/Ensemble Building Consultant

March 2015–September 2015

- Mentored 30 student artists through team building activities and group excursions
- Co-authored organizations' guidebook

Ourz Fashion Inc.

New York, NY

Sales Representative

August 2012–August 2014

- Updated company website with new products and sales using Magento

[Github](#)
[Linkedin](#)
[Portfolio](#)

SKILLS

Ruby	Rails
JavaScript	React
jQuery	HTML
Git	SQL
Python	C
CSS	Java

Education

App Academy

New York, NY

Full-Stack Development

August 2016–Present

- 12-week full-stack web development bootcamp
- Emphasized coding style, best practices, and sustainable development

New York University

New York, NY

Bachelor of Arts Chemistry

September 2012–May 2016

- Minor in Computer Science

LANGUAGES

English, Mandarin
Chinese, Spanish(basic)