

VINCENT CHENG

(347) 899 - 7798 | VincentCheng1995@gmail.com | [Website](#) | [Github](#) | [LinkedIn](#)

SUMMARY

Software Engineer and Data Analyst with a specialty in Data Science and Machine Learning. Experience in several fields such as Hardware/Software Integration, Web Development, Embedded Systems, Game Development, Big Data, Deep Learning and more.

EXPERIENCE

ALS Home Automation, Buffalo, New York

February 2017 – May 2017

Senior Design Project, UBTalker Research Group at University at Buffalo

- Took over a large scale C# desktop application that interfaced with Eye Tracking technology to deliver a communication system that allows email and text messaging using SMTP.
- Integrated hardware such as fans, lights, television, etc... onto the application which allows control through the Sentry Eye Tracker from a desktop or tablet.
- UBTalker Research Project - currently deployed for use on a middle-aged ALS patient named Tim.

Visual Construction, Buffalo, New York

September 2016 – December 2016

Software Engineering/Augmented Reality Co - op at University at Buffalo

Client: LPCiminelli, one of New York City's largest Construction companies, and the largest in Buffalo.

- HoloConnect - Created a Winforms Desktop Application (.NET) in C++ that interfaced with the Microsoft HoloLens via a third party program called *Virtual Router*.
- HoloSharing - Helped integrate file-transferring capabilities into the desktop application, which allows the transfer of .fbx and .nwd model files to the HoloLens and displays onto Augmented Reality.

Web Developer, CSE Teaching Assistant, Buffalo, New York

September 2015 – December 2015

- Managed and created web content for CSE 250 (data structures) course.
- Helped guide an undergraduate class size of over 200+ undergraduate and graduate students in C++, Java, and Python. Assisted in testing for Academic Dishonesty and Plagiarism.
- Developed relevant course examples, helped with assignment creation, testing, and held office hours, and weekly scrum meetings to evaluate course assignments and advanced programming questions.

SKILLS

Proficient: Java, C++, Python, R, Data Analytics, Machine Learning, HTML, CSS, ARM, LaTeX, Tableau

Experienced: C, JavaScript, Scala, NLP, Big Data, AWS, SQL, TensorFlow, MIPS, MS Office, SQL, Unix/Linux

OPEN SOURCE PROJECTS

Qbert - 1980's game written entirely from scratch in ARM assembly, ~ 3000 lines of code.

Izado – 2-d Indie RPG Game written in Java. Roguelike theme based on *CIMA: The Enemy*

Data Science and Machine Learning - NLP using Twitter API, Scala Implementation of Naive Bayes on a huge input corpus, ML algorithms using in SciKit-Learn, TensorFlow, Spark, and R modules, Kaggle EDA.

Virtual Memory Manager - C++ implementation of virtual page replacement algorithms to physical frames.

NFL_Stats_Bot - reddit bot that replies to users w/ prior historical NFL game statistics. Python, AWS and PRAW

EDUCATION

University at Buffalo
2013 – 2017

B.S. Computer Engineering, focus in Data Intensive Computing

Association for Computing Machinery, Society of Asian Scientists and Engineers,
UB Nanosatellite Group, UB Asian American Student Union