

# Vincent Cheng

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## ABOUT ME

I am a software engineer with a passion for Data Science and Machine Learning. I am very well rounded and have experience working with multiple technologies as well as programming languages.

## EDUCATION

**BS IN COMPUTER ENGINEERING** ▪ 2013 – 2017  
University At Buffalo

## WORK EXPERIENCE/PROJECTS

**VISUAL CONSTRUCTION** at Buffalo, September 2016 – December 2016

- + Client: LP Ciminelli Inc. One of New York's largest construction firms.
- + Part of a team that used the Microsoft HoloLens' in order to develop models into augmented reality using spatial mapping.
- + Created a Win forms Desktop application to interface with HoloLens, and created a file sharing system to send files (.fbx) to the HoloLens.

**ALS HOME AUTOMATION** at Buffalo, February 2017 – May 2017

- + Client: Tim, a nursing home patient with terminal ALS.
- + Part of a decade and a half long research project called UBTalker. The focus is to improve the lives of the disabled by automating their life.
- + Took over an existing codebase for a C# application and developed a method of communication for our client using a SteelSeries Sentry Eye Tracker and SMTP.
- + Integrated hardware such as fans and lights as well as television to the program.

**CSE TEACHING ASSISTANT** at UB, September 2015 – December 2015

- + Web Developer who created web content for students of CSE 113 and 250.
- + CSE 250 – Taught students data structures in C++, Java, and Python
- + Helped develop relevant coursework for the courses.

**Q'BERT** at Buffalo, April 2016 – May 2016

- + Wrote Q'Bert, the popular 1980's arcade classic entirely from scratch in ARM Assembly. Interfaced with a LPC 2138 Microcontroller and Keil 5.
- + Utilizes both software and hardware to display the game through Putty and configure game schematics through hardware such as seven segment display, LEDs, and RGB representations on the Armboard.

**DATA SCIENCE AND ML PROJECTS** ongoing -

- + I have a plethora of Data Science related projects and ML projects completed.
- + My most recent one is a Naïve Bayes classifier on a huge input corpus of movie text. I can accurately predict the natural language using Naïve Bayes.

**VIRTUAL MEMORY MANAGER** July 2016

- + A Virtual Memory Manager implementation that implements page replacement algorithms modelled in Operating Systems.
- + The algorithms are ran through shell scripts that run on Linux terminal.

## SKILLS

- ❖ C++, C
- ❖ Web Development
- ❖ Java
- ❖ Python
- ❖ R
- ❖ ARM, MIPS
- ❖ LaTeX
- ❖ Verilog
- ❖ Android
- ❖ Game Development

## OTHER PROJECTS

- ❖ IBetterMe - Android App for tracking disabled people
- ❖ Visual Construction – HoloConnect and HoloSharing Team
- ❖ Izado – a 2d RPG in Java
- ❖ Alexa Skills Kit – Alexa Skill that spits wholesome messages
- ❖ Twitter Trend Analysis in R

## LANGUAGES

- ❖ English
- ❖ Chinese

