Sing "Victor" Cheng

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Linkedin | **Github** | **Portfolio**

SKILLS

Development: Javascript, Typescript, Ruby on Rails, Python, React, Redux, MobX HTML5, CSS, SCSS, Tailwinds, MUI, MongoDB, SQL, Node.JS, Axios, jQuery, Express.js, React Query,, Vim, VSCode, Bash
Tools: Git, VMware, Postman, Webpack, Figma, Lightroom, Photoshop

EXPERIENCE

Cirrus Data Solutions Inc. | Software Development Engineer | Syosset, NY   **March 2023 - Present**
- Leading and supervising a team of developers, effectively assigning and overseeing tasks to achieve project milestones and deliverables in a proactive and collaborative environment.
- Contributing to the creation and enhancement of documentation for the company, ensuring accurate and up-to-date information, thereby facilitating smoother operations and knowledge sharing.
- Designed and implemented innovative web features using **React**, **Typescript, MobX, MUI, FastApi** and **Python**. This initiative led to a marked reduction in production timelines, optimizing the performance of the IT department.
- Managed a **VMWare** test environment for both clients and internal engineers. Utilized **Vim** and **Bash** to ensure a seamless operational experience, contributing to enhanced testing processes and client satisfaction

PROJECTS

Felp | Ruby on Rails, Javascript, React, Redux, HTML5, CSS   **Live Site | Github**
A fullstack, single-page web application inspired by Yelp
- Developed **React** front-end using class components, then refactoring it into **DRY** functional component, allowing efficient fetch requests with **Ajax**, and managing state with **Redux**
- Implemented **AWS S3** for media storage to reduce server load and enhance scalability for image services
- Built custom search, star rating, and carousel features to gain a deep understanding of front-end development
- Leveraged **Rails** Active Record associations and **MVC** (Model-View-Controller) architecture to efficiently implement **CRUD** functionality, utilizing **RESTful API** routes for seamless interaction with React front-end

Timer Fighter | Javascript, HTML, SASS, Canva   **Live Site | Github**
A 2D platform game challenging players to defeat as many enemies as possible within a set time limit.
- Developed an interactive fighting game using **JavaScript's** eventListeners to capture inputs and **OOP** (Object-Oriented Programming) techniques to translate modular, extendable character movements
- Incorporated and modified sprite animations using photoshop for cleaner graphics and improved **UX/UI** design
- Utilized audio with **Howler JS**, collision detection for enemy-player interaction using **Canvas** positions and, realistic gravity/velocity and smooth animation by utilizing requestAnimationFrame for an infinite animation loop
- Created a scripted AI character that enhances gameplay, fostering a more engaging and challenging experience

Crawl | MongoDB, Express, React, Redux, Node.js, HTML5, CSS   **Live Site | Github**
A full-stack website, users create venues and crawls (groups of venues) with a voting system inspired by Reddit's upvote system
- Demonstrated strong leadership as the team lead by organizing communication for daily accomplishments and project goals, ensuring optimal team alignment and resource utilization, and adeptly resolving project challenges
- Utilized **Google Maps API** to provide an interactive venue location viewing experience, including multiple markers for each crawl's venues
- Leveraged **Cloudinary** for media storage, enabling user image uploads and improving scalability and reducing server load

EDUCATION

App Academy | Immersive software development course with focus on full stack web development   2022
Baruch College, City University of NY | Bachelor in Corporate Communications; Minor in Photography   2015-2019