

Sing “Victor” Cheng

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SKILLS

Javascript, React, Redux, Ruby on Rails, Git, HTML5, CSS, SCSS, Tailwinds, MUI, MongoDB, SQL, Node.JS, Axios, jQuery, Express.js, AWS S3, Google Platforms Maps, Git, Webpack, Canvas, Figma, Lightroom, Photoshop

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 functional component, allowing efficient fetch requests with **Ajax**, and managing state with **Redux**
- 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, resulting in **DRY** code
- Implemented **AWS S3** for media storage to reduce server load and enhance scalability for image services
- Built custom search, star rating, and carousel features from the ground up to gain a deep understanding of front-end development, utilizing no external libraries

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

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 multiple 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

EXPERIENCE

Keller Williams Realty Gold Coast, Licensed R.E. Salesperson/ Advisor | *Manhasset, LI*

July 2018-Dec 2022

- Served as the primary buyer specialist on the robust 2020-2021 Quadruple Gold Awarded Andi Levine Team that sold 15 Million in volume during a covid year. In 2021-2022 Andi Levine Team was Platinum Awarded getting #1 in number of sales volume, units sold & GCI
- Managed on average three deals simultaneously ranging from 250K to 3M, while communicating daily updates to clients, banks, lenders, inspectors, assessors, paralegals, attorneys, new customers and other real estate agents
- Oversaw the entire real estate transactional process from property listing to property closing by ensuring thorough preparation for a seamless experience
- Organized and utilized a structured sales communication system (**CRM**) to establish strong relationships with customers, clients, and colleagues, while consistently seeking opportunities to attract prospective clients ranging from luxury residential sales to studio apartment rentals

EDUCATION

App Academy | New York, NY

2022

Software engineering bootcamp with 1000+ hours of immersive full-stack web development course and a <3% acceptance rate

Baruch College, City University of NY | New York, NY

2015-2019

Bachelor in Corporate Communications; Minor in Photography

INTEREST

Olympic Weightlifting, Film/Photography/Design, Basketball, Hiking, Bouldering, Board Games, My Cat “Pinky”, Fried Chicken