

Edwin Cheng

edwincheng3@gmail.com [Portfolio](#) [LinkedIn](#) [GitHub](#) San Francisco, CA

Skills

Python, JavaScript, Java, React, Redux, Ruby, Ruby on Rails, HTML, CSS, PostgreSQL, Webpack, jQuery, Git, Heroku, Mongoose, MongoDB, Express.js, Node.js, SQL

Experience

Backend Engineer (Notable Health)

Aug 2021 - Sept 2023

- Automated web scraping logic with Python and JavaScript to ingest patient data from various different EHRs (electronic health records)
- Modularized internal processes and mappings to refine template workflows for similar healthcare providers
- Cleaned and standardized ingested patient data for Notable's internal data mappings
- Created workflow to fetch and decrypt patients' encrypted SSN from Google Cloud Secret Manager

Freelance Game Composer

Jan 2014 - Oct 2017

- Composed 17 original music tracks for 2 games developed by an independent game studio

Projects

SoundOcean (JavaScript, React / Redux, Ruby / Rails, CSS, PostgreSQL, Webpack)

[GitHub](#)

Full Stack music sharing website based on SoundCloud

- Built a track play bar with HTML5 audio component, using "setInterval" method to update the scrubber's position based on the track's current progress, which enables track skipping
- Created a homepage of all tracks currently uploaded, using "componentDidMount" to fetch their data from the backend PostgreSQL database, for users to easily browse and listen to
- Integrated AWS (S3) to store audio track files, cover arts, and profile pictures in the cloud, by setting up dev and production buckets on the Rails backend, resulting in faster loading times
- Constructed a dynamic upload page, using "FileReader" to store the selected audio track and cover art in the local React state, allowing users to share their tracks with others

TimeBlocks (JavaScript, HTML5, CSS, MERN Stack, Git, Heroku)

[GitHub](#)

Touch-friendly time management app for both web and mobile users

- Designed and built dynamic splash, login, and sign up pages, by using media query to adjust page layout and button sizes, to streamline UX for users on the web and on mobile devices
- Created user profile page displaying the current user's friend list in top-down format with FlexBox, enabling users to navigate to their friend's show page or remove friends with a click
- Added friend show pages displaying a friend's current schedule in grid or list format, toggled through an "onClick" event listener, to inform visitors of their friend's available time slots

Sword vs Horde (JavaScript, Canvas API, HTML5, CSS)

[Live Site](#) | [GitHub](#)

JavaScript Hack-and-Slash game

- Animated a swordsman for user control and implemented periodic enemy spawning
- Constructed a pause screen with "window.addEventListener" and Canvas 2D's "fillRect" methods

Education

App Academy

Oct 2020 - Mar 2021

Intensive software development bootcamp with focus on full stack web development

Berklee College of Music

Sep 2015 - May 2020

B.A. in Professional Music, Concentration in Classical Composition