FULL-STACK SOFTWARE ENGINEER

Calvin Cheung

ECHELON: FULL-STACK SOFTWARE ENGINEER II — SEPT 2024 - JUNE 2026

- Created end-to-end tooling to improve tournament creation and scalability for registration, brackets, verification, and $1.5M+ in prize distribution. (TypeScript, PostgreSQL)
- Implemented user profile systems spanning authentication, account linking, SIWE, and account transfers.
- Led development of hosted game lobbies with prize pools and automated reward payouts via ERC smart contracts. (TypeScript, Solidity)
- Architected a battle-pass system to track progression on blockchain activities using pub/sub event listeners.
- Improved query patterns across core services, reducing infrastructure costs and enabling a scalable backend.

DELIVERR / SHOPIFY: FULL-STACK SOFTWARE ENGINEER — APRIL 2022 - MAY 2023

- Led development of a full-stack package scanning application (React, TypeScript, MySQL) deployed across 50+ warehouses, reducing manual work and increasing scan throughput 10x while correcting missed shipments.
- Implemented APIs for pallet and package tracking, streamlining data between scanning devices and inventory systems and reducing lost packages by 50%.
- Built event-driven data validation pipelines with AWS Lambda, improving data reliability across services.
- Created Datadog monitoring and alerting, enabling real-time incident detection and resolution.
- Partnered with product managers, UX, and engineers to redesign warehouse workflows to reduce user errors.

ECOBEE: INFRASTRUCTURE ENGINEER INTERNSHIP — SEPT 2020 - DEC 2020

- Enhanced development processes by creating scheduled deployments to Kubernetes clusters via GitHub Actions.
- Deployed and configured Kubernetes applications with Helm Charts on production and staging environments.
- Implemented CI/CD pipeline with GitHub Actions to build and publish Docker images to GCP.
- Integrated monitoring and alerting with Prometheus to alert teams about expiring certificates.
- Fully configured role-based permissions for GCP accounts using Terraform to securely manage project access.

LEAGUE: BACKEND SOFTWARE ENGINEER INTERNSHIP — JAN 2020 - APRIL 2020

- Developed admin APIs for faster retrieval of organized user profile data. (Go)
- Built data generation APIs in Go to create custom user profiles to accelerate development and testing workflows.
- Wrote scripts to identify and correct invalid records across MongoDB collections, improving data integrity.
- Created unit and integration tests to support test-driven development, strengthening code reliability.
- Designed JSON templates to standardize test cases, API requests, and MongoDB documents.

TEXTNOW: BACKEND SOFTWARE ENGINEER INTERNSHIP — MAY 2019 - AUG 2019

- Built an automated phone number microservice, driven by webhook based API callbacks. (Go, PHP)
- Implemented Apple Sign-In across Web and iOS platforms using OAuth2.0.
- Strengthened Go API response handling by adding authentication checks for identity verification.
- Upgraded password reset tokens and single-use session tokens for increased functionality and reliability.

EDUCATION: UNIVERSITY OF WATERLOO

Bachelor of Applied Science: Management Engineering 2021

SKILLS

LANGUAGES & FRAMEWORKS: TypeScript, Python, Go, Java, JavaScript, PHP, Solidity, React, Django
DATABASES & TECHNOLOGIES: PostgreSQL, MySQL, MongoDB, Snowflake, Docker, GCP, AWS, Git, Redis, Kubernetes, Datadog

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