

# Matthew Cheng

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## Education

### University of Illinois | Urbana-Champaign, IL

2023 – Present

Master of Computer Science in Data Science

3.94 GPA

### College of William and Mary | Williamsburg, VA

2019 - 2023

Bachelor of Science in Computer Science | Bachelor of Science in Data Science

3.84 GPA, Graduated *summa cum laude*

## Experience

### JPMorgan Chase & Co., Wilmington, DE

#### *Software Engineer II*

Feb 2025 – Present

#### *Software Engineer I*

Aug 2023 – Jan 2025

- Developed and deployed data migration pipelines using AWS services, such as step functions, lambda functions, S3, and AWS Glue, as well as Terraform, Snowflake, and Apache Spark.
- Collaborated with data owners, upstream and downstream teams, and stakeholders to gather requirements and drive architectural decisions.
- Contributed to system design discussions, making impactful decisions on scalability and performance optimization.
- Mentored early career software engineers and interns.
- Volunteered for the Food Bank of Delaware to integrate Salesforce CRM with their existing tech stack, participating in requirements gathering, implementing, and presenting.

### ADP, Inc., Norfolk, VA – *Application Development Intern*

Summer 2022

- Engineered and deployed a full stack REST API with Python, Javascript, Flask, Docker, and Kubernetes and automated tasks for the Networking Team using Python scripts.

### Sitscape, Inc., Remote – *Software Development Intern*

Summer 2021, Spring 2022

- Implemented features and fixed bugs with Javascript.

## Certifications, Skills, and Interests

**Certifications:** AWS Solutions Architect - Associate, AWS Cloud Practitioner, IBM Intro to Cloud Computing

**Languages:** Python, Java, C++, C, SQL, Javascript, Go

**Frameworks:** ML, Keras, Tensorflow, React, Flask, Docker, Apache Spark

**Tools:** Git, Linux, AWS, Jira, Jenkins, Unit Testing, Agile/Scrum, Mocking, Terraform

**Interests:** soccer, basketball, gardening, board games, video games

## Projects

### Bloc: Web App

- Created a Web Application using Javascript, React, Python, and Flask. This app would serve as a scheduling and notification resource for students. It also includes a ML recommendation system.

### Java Games

- Recreated 2048 and Connect Four as Java Applications. Utilized Boruvka's Algorithm and Prim's Algorithm to create a multithreaded maze game.

### Code Probing

- Created a Python library for evaluating Neural Code Models, applying the agile software development process and focusing on test-driven development. This library provides users with tools to determine the quality and completeness of their Neural Code Models, including the ability to test all single token capabilities.