

Doris Ying-Ying Cheng

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SUMMARY

Full-stack Developer with 5+ years of experience. Specializing in **multimodal AI integration** and **3D web environments** using React, Node.js, and machine learning pipelines. View live AI and 3D web implementations at [Portfolio](#).

WORK EXPERIENCE

Software Engineer Intern | PartyMonster Games Jan 2026 – Present

- Architected and implemented **real-time WebSocket game state synchronization** across TV, phone, and server for [Trivia Party](#) and [WordRush Party](#) — top-10 ranked Fire TV app store games with 10K+ global monthly downloads.
- Owned end-to-end development of a new game mode, including database schema design, backend logic, and frontend UI using **React, TypeScript, Node.js, and PostgreSQL**, driving **30% month-over-month growth in MRR** within the first month of launch.
- Collaborated directly with the founder in a fast-paced startup environment to ship features for real-time multiplayer party games serving a global user base.

Member of Technical Staff | Taipei City Government Sep 2019 – July 2024

- **Led a 3-person technical team** in optimizing a **React, Node.js** central web app, improving **UI/UX** stability for **1,000+** daily users while ensuring data integrity between hardware and backend systems.
- Engineered and deployed a **Python geospatial algorithm** for remote sensing, increasing point accuracy and reducing manual calculation time by 12% through real-time data processing.

Graduate Research Assistant (Machine Learning) | National Taiwan University July 2017 – June 2019

- Engineered a custom **machine learning Python pipeline** for hyperspectral **image classification** using dictionary-based sparse representation. Published a peer-reviewed conference paper [\[Link1\]](#)[\[Link2\]](#).

EDUCATION

San Francisco Bay University 2024 – Expected May 2026
M.S. in Computer Science, Specialization in Web Programming and Data Modeling – GPA : 3.87/4.0

National Taiwan University 2017 – 2019
M.S. in Civil Engineering, Specialization in Image Processing – GPA CS-related Class: 4.0/4.0

- Thesis: Hyperspectral Image Classification via Integration of Joint Sparse Representation with Spectral and Spatial Information [\[Link\]](#)

National Chengchi University 2013 – 2017
B.A. in Land Economics (Minor in English) – GPA: 3.73/4.0

PROJECTS

y2k-flying-bananas (3D Flying Banana Bot) – [\[Live Demo\]](#)[\[GitHub\]](#) Jan 2026 – Feb 2026
• Built a Y2K-styled 3D application using **React Three Fiber (R3F)** and **Three.js** to render dynamic, physics-based environments and an interactive chatbot in the browser.

Foodie Diary (AI Calories tracking app) – [\[Live Demo\]](#)[\[GitHub\]](#) July 2025 – Feb 2026
• Developed a responsive meal tracker using **React** and **TypeScript**; integrated **Gemini 3 Flash API** for high-speed multimodal analysis and instant nutritional breakdowns from user images.

AI Newsreader & Journalist – [\[Summary\]](#)[\[GitHub\]](#) Aug 2025 – Dec 2025
• Built a cloud-native AI news-to-video app using **React, Node.js**, and **GCP**; integrated **HeyGen AI** to automate report generation and deployed microservices on **Google Kubernetes Engine (GKE)** with **HPA**.

SKILLS & COURSES

Languages: Python, JavaScript (ES6+), TypeScript, SQL, HTML/CSS; Familiar: Java.

Frameworks & Tools: React, Node.js, Express, Three.js (R3F), GCP, Docker, Kubernetes (GKE), Git, Pandas, NumPy, Data Science Stack (Pandas/Scikit-learn).

Coursework: Cloud Computing, Software QA & Test Automation, Data Modeling, and Advanced Web Programming.