Steven DeLeon

Software Engineer • Front-end Engineer • Designer • Mentor

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Passionate about crafting intuitive, performant, and accessible user interfaces while continuously expanding my knowledge of modern web technologies.

Experience

Full-stack Software Engineer • Frontend Champion   Jul 2022 - **Present**
BJSS (New York, NY - Hybrid)
- Led development of a framework-agnostic, scalable component library powered by Vue 3, TypeScript, and Storybook, integrating a Figma design system and ensuring WCAG 2.1 AA compliance.
- Spearheaded the migration of legacy Vue 2 codebases to Vue 3, optimizing reactivity and performance with the Composition API, script setup, and Pinia for state management.
- Engineered a real-time dashboard with Vue 3 and D3.js, visualizing high-volume analytics data with interactive charts, lazy loading, and dynamic filtering.
- Developed APIs & services with Go, C#, and TypeScript, ensuring seamless data retrieval and efficient client-server interactions.
- Created robust unit and integration tests using Vitest and Cypress to enhance maintainability and reduce regressions.
- Designed and implemented reusable UI patterns and custom directives for better developer experience and consistency.
- Developed internal automation tools, CI/CD pipelines, and dev tooling enhancements, reducing deployment times and improving DX.
- Mentored junior developers in Vue.js, TypeScript, and frontend best practices through hands-on code reviews and pair programming.
- Prototyped user journeys, proof-of-concepts, and UX flows in Figma, improving user engagement and business conversions.
- Actively volunteer with City Tutors weekly to teach programming fundamentals and Web Development to CUNY Students (JavaScript & Python).

Frontend Developer • Software Engineer   Dec 2021 - Jul 2022
Blue Cross Blue Shield (Durham, NC - Remote)
- Developed a secure, frictionless 3-step credit card payment flow with Vue 3 and TypeScript, improving conversion rates and ensuring PCI compliance.
- Integrated biometric authentication (Face ID & Touch ID) into the app, enhancing security and streamlining login UX.
- Built and consumed GraphQL APIs with Apollo Client, improving data-fetching efficiency and reducing client-side overhead.
- Implemented and optimized form validation logic with Vuelidate, ensuring robust and user-friendly error handling.
- Automated mobile app deployments with Fastlane, reducing manual release overhead and improving CI/CD pipelines.

Frontend Developer • Software Engineer   Aug 2021 - Dec 2021
NTT Data (Morrisville, NC - Hybrid)
- Developed dynamic interfaces using HTML, CSS, JavaScript, and Velocity templates, enhancing internal CMS capabilities.
- Improved frontend performance through asset optimization, lazy loading, and code-splitting strategies.
- Collaborated with backend teams to refine API contracts and improve data-handling efficiency on the frontend.

Frontend Developer • Full-stack Engineer   Sep 2017 - Aug 2021
Glitnir Ticketing (New York, NY - Hybrid)
- Architected and built a highly customizable mobile ticketing system with Vue.js and TypeScript, enabling real-time event access for thousands of users.
- Led the migration of legacy jQuery-based UIs to Vue.js, improving maintainability, reactivity, and UX responsiveness.
- Developed ADA-compliant UI enhancements, ensuring accessibility for users with disabilities.
- Designed and prototyped new feature flows in Figma, enabling rapid iteration on UX improvements.
- Implemented complex seat selection logic, including social distancing and orphan seat handling, to optimize stadium seating arrangements.
- Automated financial data reporting using Go and integrated it with Vue dashboards for real-time revenue tracking.
- Created reusable Vue components and a design system to standardize UI across multiple ticketing platforms.

Education

Bachelors of Science, Information Technology, Purdue

Skills

API design and development • UI and feature development • Figma system designing • Front-end architecture • Agile methodologies • Test Driven Development and Behavior Driven Development • 3rd party integration • Brown-field flows • Writing, documenting and communication

Keywords

Go • TypeScript • JavaScript • Python • C# • PHP • Functional • Object Oriented • Actor Model • TDD • BDD • Unit testing • Web Standards • Web Components • Node/NPM • Docker • AWS • Terraform • gRPC • ProtoBuf • SQL • HTTP • REST • SOAP • HTML templating (Go, jinja, eta, etc.) • CSS • SCSS • CSS Component Libraries • React JS • Hooks • Vue.js • Vue 2 • Vue 3 • Pinia • Vuex • Composables • State Management • Server Sent Events • Web Sockets • Web Workers • Service Workers • Design • Figma • GitHub • GitLab • Markdown