Steven DeLeon

Software Engineer • Full-stack Engineer • Mentor

Building high-quality, scalable, and user-centric applications while continuously learning and adapting to new technologies.

Experience

Full-stack Software Engineer • Frontend Champion

BJSS (New York, NY - Hybrid)

- Led the development of a framework-agnostic component library, ensuring compatibility across multiple frontend ecosystems.
- Integrated Storybook with Figma-based designs to enhance UI/UX consistency and maintainability.
- Refactored codebases, migrating from Vue 2 to Vue 3, improving performance, maintainability, and modern feature adoption.
- Designed and implemented accessible, secure, and high-performance user interfaces, ensuring ADA compliance.
- Developed APIs and backend services using Go, C#, and TypeScript, supporting frontend applications and internal tools.
- Managed database schemas and tables to maintain data integrity and performance optimization.
- Built internal automation tools to streamline development workflows and increase engineering efficiency.
- Mentored junior developers, guiding them on best practices, code reviews, and modern development techniques.
- Contributed to user journey prototypes and proof-of-concepts in Figma, validating design decisions.
- Volunteered weekly with City Tutors, teaching JavaScript & Python fundamentals and web development to CUNY students.

Full-stack Software Engineer

Blue Cross Blue Shield (Durham, NC - Remote)

- Developed a secure 3-step credit card payment flow, improving payment security and user experience.
- Implemented biometric authentication for login, enhancing app security and streamlining user access.
- Contributed to frontend feature development using Vue and TypeScript, optimizing performance and UX.
- Built and consumed GraphQL APIs, integrating dynamic and real-time data interactions.
- Integrated Fastlane for automated deployment pipelines, streamlining app releases and CI/CD processes.

Jul 2022 - Present

Dec 2021 - Jul 2022

Software Engineer

- Developed dynamic user interfaces using HTML, CSS, vanilla JavaScript, and Velocity templates for enterprise content management systems.
- Built and tested REST APIs with Java, ensuring secure and efficient backend communication.
- Optimized UI performance and accessibility, improving page load times and user experience.

Full-stack Engineer • Front-end Lead

Glitnir Ticketing (New York, NY - Hybrid)

- Led frontend development and UI/UX revamps, ensuring ADA compliance and improved accessibility.
- Migrated and enhanced various ticketing flows and portals using Vue.js and PHP, modernizing legacy applications.
- Prototyped and designed new features using Figma, improving user interactions and ticketing experience.
- Developed a customizable mobile ticketing tool, allowing clients to brand and personalize their ticketing experience.
- Implemented social distancing & orphan seat logic during the COVID-19 pandemic, ensuring safe event seating.
- Automated financial data collection and reporting with Go, reducing manual reporting time for finance teams.
- Streamlined stadium seat-building processes, optimizing the ticketing experience for large venues.

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

Sep 2017 - Aug 2021