Steven DeLeon

Frontend Engineer • Software Engineer • Designer • Mentor

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Enhancing user interactions and experiences while continually learning and adapting to new technologies

Experience

Frontend Engineer • Software Engineer • Full-stack Engineer   Jul 2022 - **Present**
BJSS (New York, NY - Hybrid)
- Led development of a framework-agnostic component library complimented with Storybook from a Figma design system, refactored codebases (Vue 2 to Vue 3), implemented complex and data-rich user interfaces for dashboards, reporting pages, and client-specific flows leveraging best practices from Vue, Angular and React.
- Contributed to backend services and data-layer architecture using Go, C# and TypeScript enabling efficient API interactions and data processing.
- Built internal tooling and automation solutions to improve developer quality of life and deliver faster iteration cycles for front-end development workflows.
- Mentored junior developers in advanced front-end practices, including UI/UX principles, component-driven development, performance optimizations, and responsive design.
- Actively volunteer with City Tutors weekly to teach web development (JavaScript & Python) to CUNY students, promoting best practices for building interactive and accessible front-end solutions.

Frontend Developer • Software Engineer   Dec 2021 - Jul 2022
Blue Cross Blue Shield (Durham, NC - Remote)
- Developed secure 3-step credit card flow, enabled biometric login, enhancing UX and app security, and actively contributed to feature development with React, Vue and TypeScript.
- Built and consumed GraphQL APIs and integrated Fastlane for automated deployment.

Frontend Developer • Software Engineer   Aug 2021 - Dec 2021
NTT Data (Morrisville, NC - Hybrid)
- Developed dynamic interfaces using HTML, CSS, vanilla JS, and Velocity templates for internal content management systems.

Frontend Developer • Full-stack Engineer   Sep 2017 - Aug 2021
Glitnir Ticketing (New York, NY - Hybrid)
- Developed and migrated various flows and portals with Vue.js and PHP, revamped UIs for ADA compliance, prototyped various features and pages with Figma, and created a customizable mobile ticketing tool for clients.
- Implemented social distancing & orphan seating logic, automated financial data collection with Go, and streamlined internal stadium seat building processes.

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 Programming • Object-Oriented Programming • Actor Model • TDD (Test-Driven Development) • BDD (Behavior-Driven Development) • Unit Testing • Integration Testing • Web Standards • Web Components • Node.js / NPM • Docker • GCP • AWS • Azure • Terraform • gRPC • ProtoBuf • SQL • NoSQL • REST • GraphQL • SOAP • HTTP • Authentication (OAuth, SSO, RBAC) • State Management (Redux, Pinia, Vuex) • Dashboards • API Design • HTML templating (Go, jinja, eta, etc.) • CSS • SCSS • Styled Components • CSS-in-JS • CSS Component Libraries (Material UI, Bootstrap, TailwindCSS) • React.js • React Hooks • Vue 3 • Vue Composables • Angular • SSR (Server-Side Rendering) • Dynamic Rendering • Front-end Performance Optimization • Server Sent Events (SSE) • WebSockets • Web Workers • Service Workers • Design Systems • Figma • Storybook • Git • GitHub • GitLab • CI/CD Pipelines • Markdown