

DESMOND H. VEHAR

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WORK EXPERIENCE

Principal Software Engineer (V) / Senior Software Engineer (IV)

December 2018 – Present

Yahoo – Yahoo Fantasy Sports Backend Team

- Led a cross team and functional effort to develop rich dynamic creatives (in-house adds). I also developed a robust low-latency recommendation service for exposing Sports/Fantasy/Betting macros for use in the dynamic creatives.
- Created a robust low-latency recommendation service to surface personalized betting odds to users.
- Led a cross team and functional effort to optimize the push notification campaigns for converting Sports users into bettors. I worked with various stakeholders to identify deficiencies, defined the roadmap and commitments, and drove the execution.
- Served as the Product Security POC for Yahoo Sports. Some contributions I made include discovering a SSRF vulnerability, onboarding all repositories to a SAST tool, and assisting in product security reviews.
- Recruited and mentored junior engineers and interns for my team.
- Successfully pitched several D&I focused recruiting trips to Engineering and Talent executives.

Software Engineer III – Engineering Associates Program

December 2017 – December 2018

Yahoo – Flurry Backend Team

- Led a project to support a new event streaming protocol from the Flurry SDK and developed a plan to rearchitect the backend systems to support backend sessionization.
- Led the investigation and implementation of many aspects of Flurry's GDPR implementation efforts.

Software Engineer II – Engineering Associates Program

October 2016 – December 2017

Yahoo – Yahoo Sports Backend Team

- Implemented new pushed based (Comet) data flows for the Yahoo Sports' real-time backend system. This allows several major Sports pages to update in real-time (faster than TV!).
- Developed a system to programmatically generate interesting facts about games using, Drools, a Rule Engine.

Software Engineer II

February 2016 – October 2016

Yahoo – Brightroll DSP UI Team

- Implemented a new application architecture using the "lightning" deployment pattern. This allowed for any version of the application to be served from any environment (even PR builds) while also dramatically reducing deployment times.
- Implemented many features for the new Audience Builder, a core part of the product.
- Led the development and integration of best practices while serving as the Brightroll DSP UI Team Lead.

Software Engineer I

March 2015 – February 2016

Yahoo – Yahoo Web Analytics Backend Team

- Implemented solutions in C++, C, Python, and Bash for the distributed Yahoo Web Analytics Backend Systems.

Software Engineering Internship

June 2014 – September 2014

United States Federal Government (Intelligence Community)

Software Engineering Internship

June 2013 – September 2013

The Boeing Company: Space & Intelligence Systems

El Segundo, CA

PROJECTS

Medal of Honor Info, Robinhood, Motivate Me – Amazon Alexa Skills

2016 – 2018

Created rich Alexa skills using the Robinhood and Flickr APIs incongution with data populated in from offline data ingestion pipelines built with AWS Lambda and DynamoDB

Snow Image

December 2014

Developed a web app that continuously renders an image probabilistically based on its darkness using HTML5 canvas.

AWARDS

Yahoo Excellence Award

March 2017

This award was given to the top 10% highest performing employees in the company for 2016 - 2017.

1st Place Brightroll DSP Bug Hunt

July 2016

I found, documented, and fixed the most bugs in my organization's systems during a week long bug hunt.

LANGUAGES, SOFTWARE, AND OS

Java, JavaScript, Bash, Storm, Amazon Alexa, HBase, Hadoop, Git, CI/CD, Kubernetes, Docker, Heroku, Linux, and more.

PROFESSIONAL ORGANIZATIONS AND CLUBS

- Co-Chair (2015/6) – Yahoo's Black Employee Resource Group
- President (2013/4), Vice-President (2012/3), and Senator (2012) – National Society of Black Engineers

EDUCATION

University of California, Santa Cruz

Graduated December 2014

B.S. Computer Science – 3.61 GPA (Cum Laude)