Ivan Lei

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SKILLS

Programming: Ruby, JavaScript, TypeScript, ReactJS, Express.JS
Technologies: Ruby on Rails, PostgreSQL, Git/GitHub, Heroku, Tailwind, Bootstrap, MaterialUI, CircleCI, Cypress GraphQL, Node.JS,
Operating Systems: MacOS, Linux, Windows

PROFESSIONAL EXPERIENCE

Kasheesh   **New York, NY**
Software Engineer   *June 2023 – Current*

- Led and executed the full integration of Sardine's fraud prevention and compliance platform into Kasheesh, which enabled end-to-end monitoring of transaction flows from payment initiation to fund capture across web, mobile, and browser extension platforms
- Collaborated with another senior engineer on the overhaul of our onboarding experience to allow for a more seamless experience for 50,000+ users that resulted in a 4% conversion rate
- Spearheaded the implementation of a Design System using View Components which eliminated redundant components by 75% and streamlined future development
- Participated in annual tech debt cleanup initiatives focused on optimizing CI processes, successfully reducing CI times from ~15 minutes to 3-4 minutes—an improvement of up to 80%
- Interfaced with multiple third-party APIs and webhooks (Treasury Prime, Plaid, Stripe) to enable seamless card creation, management, and transaction processing.
- Designed and implemented a scalable, idempotent transactional email system with Postmark to reliably deliver receipts, denials, and digital wallet confirmations

Occupier   **New York, NY**
Software Engineer   *February 2022 – May 2023*

- Refactored a key export feature for a product-line team that prevented 100% application downtime
- Implemented a time stamper integration between Shortcut and Heroku review apps through the consumption of Shortcut's REST API, streamlining communication for Product Managers and Engineers
- Significantly enhanced two critical notification systems that were previously underutilized, resulting in drastically improved user experience

Software Engineer Intern   *June 2020 – August 2020 & June 2021 – December 2021*

- Developed a Design System to catalog and match components with the MaterialUI library, serving as the lead engineer for the project during my internship
- Constructed a comprehensive inventory of all components, including naming conventions and usage guidelines
- Reduced development time by 50% through eliminating the need to create custom components

EDUCATION

College of Staten Island, City University of New York (CUNY)   **Staten Island, NY**
Bachelor of Science, Computer Science accredited by ABET
Dean's List Honor Roll | Cumulative GPA: 3.64/4.00
Relevant Coursework: Data Structures, Object-Oriented Software Design, Algorithms, Discrete Structures, C++ Programming

PROJECTS

COVID-19 Tracker
Project Lead
- Created a tracker using a web-based API to track confirmed cases, recoveries, and deaths globally as well as each country individually to increase access to accurate, up to date information on the pandemic for 100+ users
- Leveraged ReactJS and MaterialUI to create and design the webpage using cards, bar charts, and line charts