

# Eva Yan

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## Skills

<b>Programming Languages</b>	JavaScript, TypeScript, Python, Java, HTML, CSS, Sass, SQL, KQL
<b>Frameworks / Libraries</b>	React, Redux, Ember.js, Node.js, REST, GraphQL, Storybook
<b>Certifications</b>	AWS Certified Cloud Practitioner (CLF-C02), Learning TypeScript (LinkedIn)
<b>Developer Tools</b>	Jira, Cursor, VS Code, Github, Git, Gemini, Confluence, Figma, Google Suite

## Work Experience

### **The New York Times - Software Engineer** Apr 2025 – Present

- Implemented new entry-points and promotional surfaces to surface sales marketing components, contributing to a 134% lift in annual subscription take rates through improved purchase visibility
- Enhanced the subscription status flow between native and web by updating shared Python APIs and React logic to support tailored messaging for free trial subscribers across platforms, contributing to a 12% increase in free-trial conversions
- Refactored a shared component across games to modern CSS standards, reducing related visual regressions by 85%
- Designed a new subscription access-model for a game in React/Redux using UI gating and state-level thunks, enabling flexible paywall and monetization strategies for marketing stakeholders
- Consistently delivered projects ahead of schedule by leading full-stack development and collaborating closely with mobile, product, and other stakeholders on accurate estimations, QA, and dependencies

### **LinkedIn - Senior Software Engineer** Aug 2024 – Mar 2025

- Increased spam detection effectiveness by 15% by architecting a reporting flow system using JavaScript, Java, and Node, resulting in improved handling of multiple report types and higher quality user reports
- Improved platform content quality by developing an educational intervention microservice in Ember.js and GraphQL in collaboration with a full-stack team of 5 engineers, resulting in successful moderation of 30,000+ daily user interactions and reduced policy violations
- Upgraded trust products' WCAG accessibility rating from D to C by leading a 10-engineer team through accessibility improvements, resulting in the resolution of 43 major issues within a 6-week deadline
- Maintained continuous deployment Kubernetes infrastructure and CI/CD pipelines, resulting in quickly resolved trunk blockages and smoother feature rollouts with consistent pre-production testing

### **LinkedIn - Software Engineer** Aug 2022 – Aug 2024

- Accelerated feature development velocity from weeks to days by architecting and leading migration of legacy reporting microservice system to modern stack (Ember, TypeScript, GraphQL), resulting in 20% increased user reporting engagement and scaling to support 30+ entry points and 10 content types
- Improved platform usability by designing and implementing UI component in shared component library, resulting in adoption by 5+ eng teams and addressing top member-requested feature
- Improved user settings accessibility by developing responsive 5 JavaScript components for desktop settings redesign, resulting in 35% faster time-to-first-setting-change (from 71s to 46s)

## Projects

### **University Capstone Project – NYC Renter Companion App** Demo video - [Link](#)

- Enhanced future renters' rental decision-making by building full-stack web application in 4-person team, resulting in a platform that augments apartment listings with violation history and tenant reviews
- Implemented secure user authentication & login system using Next.js, React.js, NextAuth and MongoDB

## Education

**B.A. in Computer Science** at Macaulay Honors at CUNY Hunter College May 2022  
*Summa cum laude, Dean's list*

**B.A. in Media Studies and Game Development** at Macaulay Honors at CUNY Hunter College May 2022  
*Honors in Media*