Vivian Yee

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EXPERIENCE

Software Engineer II   April 2024 – July 2025
Teachable   *New York, NY*

- Collaborated with cross-functional teams in the Growth Revenue pod to strategize and implement monetization initiatives, driving increased company revenue and improving customer acquisition rates
- Built a paywall feature using React and TypeScript to restrict users' abilities to generate automatic subtitles for videos, resulting in $60,000 in additional revenue within the first quarter of launch
- Designed and implemented a feature that automatically restricts churned users from selling or monetizing their courses on the Teachable platform, resulting in a 12% increase in paid plan reactivations
- Contributed to the revamp of Teachable's pricing and packaging infrastructure by partnering across engineering teams to address critical tech debt, improve code maintainability, and enable long-term scalability for future plan models
- Participated in an active effort to migrate old deprecated code to a new modern separate micro-frontend repository, utilizing both Angular and React, which enhanced Teachable's technical architecture

Software Engineer   June 2022 – August 2023
Rocket Mortgage   *New York, NY*

- Utilized TypeScript to craft three Angular web components that showcase the user's current loans, account executive, and company announcements on Rocket Mortgage's partner portal homepage, enhancing the overall user interface
- Implemented unit and end-to-end testing for Angular components and services using tools like Jasmine and Cypress
- Integrated Angular builds into a CircleCI pipeline to automate the testing and deployment process, streamlining the development lifecycle and providing a faster and more reliable deployment mechanism
- Developed a microsite that engages thousands of daily users, integrated with a WordPress CMS to simplify the content contribution process for the web application
- Contributed to the development and maintenance of the RocketProTPO website using WordPress, achieving a significant increase of 68,000 visitors in the site's monthly traffic

PROJECTS

Online Board Game   September 2023 – Present

- Currently creating a web application board game using Next.js, React, and Node.js for friends to play online
- Utilizing webhooks to enable real time updates, ensuring all players in the game contain the same seamless experience
- Managing database models and migrations using both PostgreSQL and Prisma, ensuring efficient data structuring, seamless game state and player updates, and optimized performance to support real-time multiplayer interactions

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, HTML/CSS, Ruby, PostgreSQL
Web Development: React, Angular, Next.js, Node.js
Technologies: CMS (WordPress), CircleCI, Jest, Cypress, Jasmine, Postman, MongoDB, AWS, DataDog, New Relic
Methods: Agile Development, CI/CD, Git Version Control, Unit Testing, UX/UI Responsive Design

EDUCATION

B.S. in Computer Science and Applied Mathematics and Statistics: GPA: 3.57/4.0
Stony Brook University   *New York, NY*