Vincent Yao

vincentyao95@gmail.com | vincentyao.com | linkedin.com/in/vincentyao95 | (408) 207-6069

SKILLS

Languages
- JavaScript
- Java
- Python
- HTML5, CSS3

Front-End
- React
- Redux
- Redux Saga
- Bootstrap

Back-End
- Node
- Express
- PostgreSQL
- MySQL

Testing
- Selenium
- Mocha
- Chai

EXPERIENCE

Groupon, San Francisco, CA

Software Engineer I, Full Stack — July 2019 – Present

- Owned and modernized the Merchant Center application as lead developer, using React and JavaScript
  - Refactored entire state management system with Redux
  - Built foundation for integration testing coverage, utilizing Selenium and Mocha
- Wrote an automated Ruby script querying a PostgreSQL database weekly to send business analytics data to merchants through mobile push notifications
  - Aggregated customer total spend and visits data into notifications jobs, queued in Redis and then performed asynchronously by Sidekiq
- Contributed to the global internal Java API framework, allowing any dependent service to confirm third party distributed transactions
  - Integrated parallel requests across several backend microservices to support the confirmation of a transaction in one call
  - Built Mailman client to resend confirmation emails upon transaction confirmation
- Directed AWS cloud migration for two on-prem front-end services
  - Generated deploy configurations for cloud environments, modifying upstream endpoints and rerouting legacy hosts
  - Deployed and performed load tests on cloud environments before shifting traffic incrementally, checking Wavefront graphs and Splunk alerts for any issues

Front-End Web Developer Intern — June 2018 – September 2018

- Improved web and mobile UI design on the Deals team, focusing on user experience
- Deployed two features to production, visible from any page on groupon.com/deals
- Redesigned the mobile traits section, improving accessibility for 46 million users

PROJECTS

C-4 Bot — 2018

- Developed a Connect Four Python AI bot that autonomously plays games online based on moves determined by a Monte Carlo Tree Search algorithm
- Utilized Python libraries to convert screenshots of the board into game states periodically and execute moves against players in real time

EDUCATION

University of California, Santa Cruz — 2017 – 2018

Bachelor of Science, Computer Science, GPA 3.7