

Jason Yu

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EDUCATION

University of California, Santa Cruz – Baskin School of Engineering

Bachelor of Science, Technology Information Management

WORK EXPERIENCE

EAB Washington, DC/Remote
Software Engineer Jan. 2021 – Aug. 2024

Native Team

- Contributed to the development of a new native mobile experience using Ionic framework, successfully migrating critical features from the legacy app while maintaining agility in an evolving development landscape.
- Architected and delivered the core Journeys feature for the native app in 2 weeks, reducing projected timeline by 50% while maintaining code quality standards.
- Engineered a versatile custom Filter List component, resulting in a 70% reduction in development time for four key features, significantly accelerating the app's overall development lifecycle.

Product Team

- Led the development of a new product as a key member of the frontend engineering team, combining expertise in React, Material UI, and Tailwind CSS to craft efficient and visually appealing user interfaces.
- Delivered key features 30% ahead of monthly milestones across 9-month product cycle, maintaining consistent team communication and code quality.
- Developed custom views and components to seamlessly consume backend APIs and dynamically generate forms, resulting in a 70% increase in efficiency.

Platform Team

- Led visualization library upgrade impacting 5,000+ STC product users, resulting in 40% faster rendering time and expanded data visualization capabilities.
- Mentored engineers in the effective use of internal tools, including the component library and custom JSON parser language, increasing productivity and adoption by 66%.
- Revamped component library styling system with CSS variables and SCSS, reducing theme customization time by 70% and standardizing styles across 50+ components for improved maintainability.

Associate Software Engineer

Platform Team

- Successfully migrated 40K+ lines of JavaScript to TypeScript in 3 weeks (40% faster than team average), while consolidating UI components into a Rush-managed monorepo for improved maintainability.
- Developed a cross-product accessibility tool that improved WCAG compliance by 85% across 3 products, enabling access for 5,000+ users with disabilities and reducing legal compliance risks.

Casa Media

Lead Software Engineer Montreal, QC/Remote
Nov. 2020 – Jan. 2021

- Architected and built a complete client-therapist matching platform in 3 months (40% ahead of schedule), including secure payment processing via Stripe Connect and comprehensive user flows for 2-sided marketplace.
- Led and mentored Web Developer Intern through the full development cycle, resulting in successful delivery of 3 key platform features.

Projects

FestiFaves

- Built festival music discovery app leveraging OpenAI & Spotify API to analyze lineups and generate Spotify playlists with Next.js and NextAuth, combining passion for music and ML.
- Engineered seamless festival poster upload and processing system using AWS S3 and modern React patterns, enabling intelligent playlist generation.

LikeMix

- Developed music sharing tool with Next.js and TypeScript that automates Spotify album track sharing, integrating Spotify API and NextAuth for seamless authentication.
- Built intuitive UI with React and Tailwind CSS, deployed on Vercel with automated CI/CD pipeline for rapid feature iterations.

SKILLS

Typescript, Javascript, HTML, CSS, React, Nextjs, NextAuth, Tailwind, Vercel, Framer Motion, Ionic, MaterialUI, Shaden, Redux, Express, Angular, LitElement, Polymer, Cypress, Enzyme, Jest, Gulp, Jira, JAWS, Python, Ollama, LangChain, Git, Gitlab, Github, Chartjs, Gridstack, Rush, Axios, Firebase, Node, Figma, NPM, WordPress, Elementor Pro