Alex Raymond Vincent

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WORK EXPERIENCE

Yummly / Whirlpool Corporation   **Redwood City, CA**
Senior Front-End Software Engineer / Technical Lead   *July 2020 - Present*
- Lead **cross-functional engineering** teams to unify **platform experience/code quality** across web/mobile.
- Architected major SEO/speed improvements for web using **webpack, isomorphic/code splitting** techniques**.**
- Modernized content pipeline via custom **Contentful**, **Rich Text/Photo Editing** tools, **React.js/Hooks**.

Front-End Software Engineer   *November 2018 - July 2020*
- Delivered multiple core website features for 30m+ users using **React.js**, **Redux**, **Express.js**, and **Node.js**.
- Generated 1m+ revenue in website integrations with top brands **Pepsi**, **KitchenAid**, **Snuk**, and **Basketful**.
- Spearheaded Yummly's first revenue-generating service, Yummly Pro, using **Stripe.js**, and **AWS Lambda**.M

San Francisco International Airport (SFO)   **San Francisco, CA**
Software Engineer   *January 2017 – November 2018*
- Revolutionized vital airport operations by developing 7+ web apps using **HTML/CSS/JS** and **React/Redux**.
- Modernized multiple mission-critical data services into microservices using **Node.js**, **Gulp.js**, **AWS Lambda**.
- Reduced CI/CD build times by 75% on 5+ apps through automation using **Jenkins, Docker,** and **Bash**.

Junior Software Engineer   *June 2016 – January 2017*
- Decreased weeks of technical debt on 3 legacy apps through refactoring using **jQuery**, **Bootstrap**, and **Django**.
- Doubled application code coverage by writing unit tests using **Python unittest**, **Jest.js**, and **Enzyme.js**.

NOTABLE PROJECTS / ACHIEVEMENTS

Yummly Pro (2019/2020) – Premium subscription service for chef-guided recipes (yummly.com/pro).
- Designed and integrated client-side payment methods with website React/Node codebase using **Stripe SDK**.
- Optimized mobile video streaming player from scratch using **Video.js**, **HLS streaming**, and **Service Workers**.
- Extended payments integration to support custom promotions, trials, and coupons for marketing campaigns.

CCSF Combined Charities (2018) – Official San Francisco city-wide charity & donation web application.
- Pioneered the first airport **serverless web app** in North America using **React.js**, **Redux**, and **AWS Lambda**.
- Standardized app security by implementing an **OAuth2.0** flow using **MS Azure AD** and **JSON Web Tokens**.
- Raised over 1.4 million dollars, with 5000+ unique donors, handled thousands of payments throughout SF.

SFO Copilot (2017) – Mobile application platform for sharing real-time airport data.
- Produced first original **Android/iOS** designs enjoyed by 40k+ airport employees using **Sketch** and **Photoshop**.
- Developed a *Flight Delays* dashboard that powers all official Bay Area news reports using **React Native** and **D3**.
- Enabled SFO to deliver monthly app updates by automating CI/CD pipelines using **Jenkins** and **Fabric.io**.

SKILLS

- **Languages:** JavaScript (ES5/6+, TypeScript), HTML5, CSS3 (SASS, Stylus), Bash, Python, Java, C/C++.
- **Frameworks:** React, Redux, React Native, Webpack, Node, D3, Gulp, Jest, Django, jQuery, AJAX, Bootstrap.
- **Software:** Git/Github, Jira, Jenkins, AWS, Contentful, Mixpanel, Stripe, Unix, Docker, Sketch, Photoshop.
- **Soft Skills:** Agile/Scrum, UML, adapts to multiple roles simultaneously, energized leader and team player.

EDUCATION

University of California, Santa Cruz   **September 2012 - June 2016**
B.S., Computer Science: Computer Game Design   *Santa Cruz, CA*
Jack Baskin School of Engineering - 3.81 GPA (cum laude)