Mayson Lee

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TECHNICAL SKILLS

JavaScript (ES6+), TypeScript, React, Redux, Redux Toolkit, HTML, Sass + CSS, Svelte, SvelteKit, Node, Express, SQL - PostgreSQL, NoSql - MongoDB, Webpack, Git/Github Flow, Github Actions, Accessibility, RESTful API, Docker, CI/CD, AWS, Jest, Playwright, Next.JS, TailwindCSS

EXPERIENCE

Svelvet | Software Engineer | OSLabs | Svelte Component Library   **2023 - 2024**
- Developed keyboard navigation features leveraging JavaScript and Svelte to enable intuitive node movement, streamlined theme toggling, and optimized component rendering, enhancing the library's usability and accessibility
- Engineered a new component for the library utilizing advanced features of Svelte stores, allowing users to seamlessly choose from a diverse range of high-contrast themes or craft their own fully customizable themes, significantly improving accessibility and catering to users with various visual needs
- Led TypeScript integration, reducing runtime errors by 40% and accelerating feature development by 30%, significantly enhancing team productivity and reducing time-to-market for new features.
- Employed a state-saving feature within the Svelte stores using TypeScript to catch errors at compile time while traversing store data to preserve canvas status and facilitate accurate graph reconstruction
- Programmed a comprehensive pre-commit hook using Husky to utilize Git hooks, ensuring code formatting, linting, and rigorous testing, including unit tests, before each commit
- Elevated accessibility features in the high contrast component of Svelvet by utilizing ARIA attributes and other accessibility tags, ensuring compatibility with screen readers and enhancing the user experience for individuals with visual impairments

Apple | Cellular Field Design Engineer   **2022 - 2023**
- Incorporated python scripts for automated testing procedures, collaborating with cross-functional teams to identify testing requirements, improving testing times by 50%

Samsung | Cellular Field Test Engineer   **2019 - 2022**
- Conducted feature testing, regression testing, boundary testing, and performance testing using QXDM for logging and analysis

OPEN SOURCE

Story Cache | Software Engineer | Book Catalog   **2024**
- Designed a web application using React.js for the frontend, leveraging tools such as React Router for client-side routing, Material-UI components for building visually appealing and responsive user interface, and integrating fetch API and asynchronous JavaScript to communicate with Google Books API to enable real-time book search and retrieval
- Instituted server-side logic with Express.js for custom middleware functions and handling authentication, including setting and validating session cookies, ensuring secure user access to protected routes
- Leveraged PostgreSQL as the relational database for storing user and book data, enabling efficient querying, storage, and retrieval of information as well as employing CRUD operations for book management

Stalk Stocks | Software Engineer | Stock Visualizer   **2023**
- Utilized React Hooks to proficiently manage application state, handle component properties, and implement versatile user experience for real time updates and seamless interactions, enhancing code maintainability and scalability
- Formed a scalable backend system leveraging MongoDB's flexible document model to efficiently store and retrieve user information leading to a 30% improvement in data retrieval speeds

TALKS / PUBLICATIONS

Tech Talk | Why TypeScript?
Medium Article | Svelvet 10.0 — New Features for accessibility and improved performance

EDUCATION

San Diego State University | Bachelor's Degree

INTERESTS

Game Development
- Engaged in game server development by successfully creating a Maplestory private server, giving me a good understanding of an established game and the ability to modify and enhance its features.