

Steven Wyks

Software Engineer

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EXPERIENCE

Software Engineer

01/2023 - 07/2023

[Digital Grain Elevator](#) | Remote (New York City)

- Lead engineer for mobile (Typescript, React Native) and web applications (Typescript, React), responsible for new feature implementation, testing (unit and performance testing), bug fixes, and deployment to the app stores (iOS and Android).
- Implemented an event queue for the mobile applications that efficiently processes user events that occurred offline or with poor internet connectivity, resulting in a 32% increase in user requests successfully fulfilled by the server.
- Revamped user event tracking between the web and mobile applications by implementing Firebase Realtime Database for websocket communication, eliminating many expensive and frequent read/writes to a relational database resulting in a 44% increase in the speed of successfully emitted events between clients.

Software Engineer

01/2022 - 10/2022

[Picnic Works](#) | Remote (New York City)

- Project lead for the development of a web application (Typescript, React and Node.js), in charge of the application's system design, feature implementation, automated testing and AWS CI/CD pipeline.
- Collaborated with product and design teams in a cross-functional, agile environment to define minimum viable product requirements and features.
- Wrote and deployed new features and bug fixes to 3+ applications in production, ensuring any code changes adhered to company coding conventions, web accessibility standards and test coverage requirements.
- Documented official software changes for use by 20+ members of the software, product and customer success teams.

Junior Fullstack Web Developer

07/2021 - 12/2021

[Pixels360](#) | Remote (Boston)

- Coordinated with designers, project managers and other developers in an agile environment to design, build, test and deploy web products.
- Utilized skills in debugging, refactoring, testing and deployment (AWS, Codeship) to improve the user experience and functionality of 6+ company's web products and optimize front-end elements for loading speed and performance.

Web Developer & Postgraduate Research Assistant

07/2020 - 08/2021

[Dhakira Center For Heritage Studies](#) | United Arab Emirates

- Spearheaded the design and development of the [Delma Island Project](#) (React, Node.js), an interactive archive and map featuring oral histories, images and videos from the department's ethnographic/archaeological research on Delma Island.
- Designed and developed a [3D visualization](#) in Three.js of one of the department's experimental archaeology projects.

Chief Front-End Developer

03/2020 - 11/2020

[Amaxa](#) | Remote

- Led the design and development of Amaxa's user interface in React.
- Received \$1360 as a 3rd place winner at [StartAD's YouthTech Competition](#) for the development of Amaxa, playing a lead role in scoping MVP requirements, defining product direction, and creating pitch decks for the competition

EDUCATION

New York University | B.A. Interactive Media and Technology, Minor in Computer Science

May 2021

- GPA: 3.8/4.0
- **Relevant Coursework:** Data Structures, Algorithms, Computer Systems Organization, Discrete Mathematics

SKILLS

Javascript (ES6) | Typescript | React | React Native | Node.js | PostgreSQL / SQL | AWS | Git | Jest | Next.js | SCSS | Docker | GraphQL | Redux | ESLint | HTML/CSS | PHP | Python | Java | Figma | Adobe Illustrator and Photoshop