

# JEREMY LEU

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## EXPERIENCE

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### ZIP ([HTTPS://ZIPHQ.COM](https://ziphq.com))

April 2022 – present

Software Engineer

San Francisco, CA

- Tripled Zip punchout order volume to 1,000 orders (hundreds of thousands of dollars) a month by influencing product roadmap and collaborating directly with external vendors and consumers as the only engineer on the team.
- Managed and delivered PO (purchase order) flip, allowing Zip vendors to submit and code invoices, unlocking Zip P2P's first enterprise customer.
- Led the frontend architecture, design, and implementation of Zip Vendor Cards from the team's inception to general availability to more than 50 customers and over \$80M transacted.
- Implemented a plug-and-play solution to saving any filter configuration across any of Zip's tables, enabling over 10,000 such configurations to be saved.
- Drove horizontal platform improvements like a localized price input with currency selector React component to support Zip's growing global customer base, reducing bugs, providing a seamless user experience, and improving developer velocity.

### ROBINHOOD

September 2020 – March 2022

Web Engineer

Menlo Park, CA

- Halved customer support tickets about updating users' phone number by implementing the UI of the unverified account recovery flow in React and TypeScript to verify users' identities and empower them to update their own phone numbers.
- Implemented for users on all platforms marked as pattern-day traders to learn about their account restrictions and to self-solve their restrictions, leading to a 21% reduction in customer support tickets about pattern-day trading.
- Reduced the bundle size of the core JavaScript bundle in Robinhood's web app by 10% by creating a Babel plugin to easily allow developers to mark lesser-used components to be lazily-loaded.

### RUBRIK

May 2019 – August 2020

Member of Technical Staff

Palo Alto, CA

- Helped to bring Sonar, Rubrik's data classification SAAS product, to launch through the implementation of essential features throughout the stack. Key contributions include the Content Discovery report and the User Awareness UI.

### LEETCODE

November 2017 – April 2019

Software Engineer

Palo Alto, CA

- Designed and developed entire frontend of site notification system to poll backend for hundreds of thousands of notifications using Apollo GraphQL, React and local storage API to sync multiple browser instances and reduce redundant requests.
- Drove decisions regarding frontend tech stack (React, Typescript, Apollo GraphQL, LESS, CSS Modules) across team of approx. 10 engineers for all future projects.

## EDUCATION

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### UNIVERSITY OF CALIFORNIA, SAN DIEGO

Graduated in 2017

B.S. Computer Science

La Jolla, CA

GPA: 3.29

Coursework – Algorithms, Data Structures, Software Engineering, Human-Computer Interaction, Probability and Statistics

## SKILLS

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**Languages** JavaScript, TypeScript, Python, GraphQL, SQL

**Frameworks and Technologies** React, next.js, HTML5, CSS3, Django, Flask, node.js


## PROJECTS

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### DOFUSLAB

2020 – present

React, TypeScript, next.js, Apollo GraphQL, Flask, Python, PostgreSQL

dofuslab.io 

- Founded and implemented DofusLab, an open-source equipment previewer and builder for the MMORPG Dofus, in team of two developers and one designer. Crowd-sourced translations for three other languages, received hundreds of US dollars in donations, and averaged 800 daily and 8,000 monthly active users in its first year.
- Evaluated different models such as naive Bayes and linear SVM to classify each of hundreds of thousands of builds with 15 different tags.