Alessio Symons

alessio.ca | hello@alessio.ca | +1-519-817-2111 | linkedin.com/in/alessiosymons | github.com/Asymons | Toronto, ON, CA (Remote)

SKILLS

React, Typescript, Javascript, HTML, CSS, GraphQL, Jest, Redux, Storybook, Python, Go, Java, Kotlin, REST API, NodeJS, Postgres, MongoDB, MySQL, Redis, Docker, gRPC

WORK EXPERIENCE

Brex   **July 2022 – January 2024**
Software Engineer II   *Toronto, ON (Remote)*
- Partnered with product managers and designers across multiple teams to lead in scoping and implementing budget behavior, user invite flows and education for 4 engineers
- Delivered essential migration updates, unlocking 5 product tiers and positively impacting 99.9% of the user base, resulting in a 12% increase in NPS
- Reduced page load times up to 800ms, enhancing the React dashboard's performance
- Published methods to productionize animated assets, best practices for creating synthetics and a runbook on scoping epics to elevate our team's consistency and polish
- A/B tested and implemented an onboarding step, decreasing time to approval by 23%

Wish   **June 2021 – July 2022**
Software Engineer   *Toronto, ON (Remote)*
- Migrated l,000,000,000+ documents in Python to a notification service used by merchants
- Led a company-wide secrets migration improving security and enabled contract hires
- Built an email rendering service to perform 20,000+ QPS with React and Go
- Integrated with Paypal to support merchant referrals which increased sign ups by 15%
- Partnered with design to recreate wish.com's order history in React for 1,000,000+ users
- Mentored 3 interns, fostering their professional growth and development while overseeing task scoping and code review to ensure quality deliverables

Float   **September 2020 – April 2021**
Software Engineer (Contract)   *Toronto, ON (Remote)*
- Initiated and built a Slack bot resulting in a 20% increase in receipt uploads for compliance
- Led the creation of the frontend infrastructure in React & Typescript by designing patterns for networking, state management, and building core components
- Implemented essential pages for expense management, wallet balance, billing and settings

Riot Games   **June 2020 – August 2020**
Software Engineering Intern   *Toronto, ON (Remote)*
- Developed a linear fault-tolerant algorithm to select random winners out of 100,000+ users
- Implemented sponsor support on rewards that was surfaced to 50,000+ weekly viewers

EDUCATION

University of Waterloo   **April 2021**
Bachelor of Computer Science   *Waterloo, ON*