Ken Yeck

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SUMMARY

Senior Software Engineer with 5+ years of experience designing, building and maintaining full-stack applications. Skilled in Typescript, React, C#/.NET Core, and Node.js/Express.js with a proven record of delivering scalable, reliable, and observable systems. Experienced in collaborating with cross-functional teams, leading feature development end-to-end, and supporting production environments. Adept at modern development practices including Agile, CI/CD, TDD, and cloud deployments.

SKILLS

- **Frontend Development**
  React, Next.js, Redux, JavaScript (ES6+), TypeScript, HTML5, CSS3, Chakra UI, Material-UI
- **Backend & APIs**
  C#, .NET Core, Node.js, Express.js, REST APIs, GraphQL, Microsoft Graph API, OpenAI API, Authentication (OAuth, JWT)
- **Databases & Cloud**
  SQL Server, MongoDB, Firebase, Entity Framework Core, Microsoft Azure, Google Cloud
- **DevOps, Testing & Tools**
  Git, CI/CD (Azure DevOps), Netlify CMS, Postman, New Relic, TDD, Jest, NUnit, React Testing Library, Wallaby.js, Agile (Scrum, Kanban), JIRA

EXPERIENCE

BAY EQUITY HOME LOANS, CORTE MADERA, CA

Senior Software Developer

APR 2020 – SEP 2025

- Built and maintained full-stack web applications using React.js, Next.js, and .NET Core, improving user engagement and system performance by 20%.
- Implemented a Chat AI client with OpenAI API integration, extending platform capabilities and boosting customer engagement by 15%.
- Built responsive and accessible UIs with Chakra-UI and React.
- Implemented and maintained CI/CD pipelines in Azure DevOps, cutting deployment times by 30% and improving release reliability.
- Migrated legacy systems into modern frameworks, ensuring long-term maintainability and scalability.
- Practiced TDD and code reviews to enforce quality standards, achieving 90% coverage and reducing production defects.

Continued…

CONNECTURE, LOS ANGELES, CA

Senior Software Developer, Medicare and Drug Compare

AUG 2015 – JUL 2019

- Built and supported end-to-end web applications leveraging .NET and REST APIs for large-scale Medicare enrollment systems.
- Collaborated across distributed Agile teams to design and deliver complex features in production systems used nationwide.
- Led code reviews and design discussions, improving technical rigor and reducing defects in mission-critical applications.
- Supported CI/CD pipelines via Microsoft TFS, increasing deployment efficiency and system reliability.
- Mentored junior developers, fostering team skill growth and improving codebase health.

LANDMARK ENTERTAINMENT, PASADENA, CA

Software Engineer, VR Applications

MAR 2015 – JUL 2015

- Developed a VR application with Node.js, Express.js, and MongoDB, delivering custom APIs and managing data flows.
- Built C++ middleware for VR rendering systems, optimizing performance and scalability.
- Established Git-based workflows for source control and effective collaboration.

EDUCATION

Bachelor of Science in Math/Computer Science
Pepperdine University

CERTIFICATIONS

Certified Scrum Master, Scrum Alliance
Private Pilot Certificate (SEL)