Steven Lee Cao

773-349-0903 | steven.l.cao@gmail.com

Senior software engineer with 8+ years of experience designing and delivering scalable backend services, modern web apps, and cloud-native solutions. Proven ability to lead cross-functional teams, mentor engineers, and improve system performance and cost efficiency.

Skills

- Languages: Go, JavaScript, Scala, C#, Java, Python, SQL, Shell
- Frameworks/Tools: React, Redux, NodeJS, Spring Boot, Spark
- Cloud/DevOps: AWS, GitHub Actions, Jenkins, Docker, Kubernetes

Work Experience

Optum/Rally Health, Chicago, IL (Remote)   *October 2020 - March 2024*
Senior Software Engineer
- Designed serverless Golang services for user registration and activity tracking
- Automated CI/CD with GitHub Actions and AWS CDK
- Led frontend redesign with Quest, resolving UX issues for 140+ clients and cutting $600K in annual support costs
- Mentored backend engineers on JavaScript/React, boosting team velocity
- Improved Jenkins pipeline, reducing PR-to-prod cycle time by 80% and saving 2+ dev hours per deployment
- Developed configurable biometric education pages for 600K+ users, integrating internal and external data sources
- Built fully client-configurable sweepstakes reward tools
- Boosted API performance through optimized queries and parallel execution
- Modernized legacy Angular codebases by migrating to React, cutting technical debt and streamlining UI development

Capital One, Chicago, IL   *July 2016 - September 2020*
Software Engineer
- Led design of microservices to convert HTML to monochrome bitmaps for cost-effective, legally compliant disclosures
- Built a high-availability orchestration API to prefill data and support text-to-apply credit card features
- Collaborated across teams to build shared React components for enterprise-scale applications
- Reduced infrastructure costs by migrating data from mainframe systems to AWS
- Built and supported a mission-critical Spark/Scala data aggregation pipeline powering partnership marketing
- Rebuilt internal application homepage using Angular to improve usability
- Mentored new engineers on React and the codebase through hands-on pairing sessions

Education

University of Illinois at Urbana-Champaign
B.S. in Computer Science | August 2012 - May 2016

Personal Projects

LoL Draft Teams
- Built a serverless full-stack matchmaking app using React, NodeJS, and AWS, enabling faster and more balanced League of Legends team creation

FoundryVTT Quick Rolls
- Created an alternative dice-rolling module for FoundryVTT with 8,000+ lifetime downloads
- Automated deployment with GitHub Actions

Various Game Development
- Designed and prototyped multiple games using Unity and C#, exploring core mechanics and gameplay design