Steven Mirabito

steven@stevenmirabito.com
github.com/stevenmirabito
(315) 464-0786

Education

Rochester Institute of Technology   B.S. in Computer Science, 2015-2019. Immersion in Computational Linguistics.

Experience

PayPal, Inc.
Software Engineer II
Aug. 2019 - Present

- Led a team of 3 engineers to expand the rewritten PayPal Checkout platform to over 200 countries. Increased conversion and payment authorization rates by developing region-specific features and new experiences to guide users through complex workflows.
- Built "Pay in 4" into Checkout and led the expansion into the United Kingdom. Processed over $750 million in volume in the first 4 months, and drove increased conversion and user growth along with a 10% lift in PayPal's share of e-commerce checkout products.
- Delivered a fundamental user interface redesign of the Checkout product in 3 months.
- Rapidly prototyped new features and experiments to increase conversion and loyalty.

PayPal, Inc.
Software Engineer Intern
May 2018 - Aug. 2018

- Bootstrapped a rewrite of PayPal Checkout in React and GraphQL. Reduced loading time by 75% and initial bundle size by 80%, curtailing user drop-off on slow connections.
- Architected a development platform for React applications to increase engineer productivity, accelerate time-to-market, and enable maintainable A/B testing.

Intuit, Inc.
Software Engineer Co-op
Jan. 2017 - Aug. 2017

- Developed a new onboarding experience for QuickBooks Online in React and Redux to tailor the product experience and dynamically surface relevant features in an effort to increase customer productivity and reduce new user friction.
- Became a champion for accessibility. Led the team in creating accessible components.
- Increased team velocity by refactoring a large portion of the Node.js build system, reducing cycle times to release by over 50%.

Constant Contact, Inc.
Software Engineer Intern
June 2016 - Aug. 2016

- Built intuitive, highly configurable elements for the campaign editor in Java and JavaScript to allow customers to effortlessly construct complex promotions.
- Drove product differentiation by allowing small business owners to gain customer insight through interactive campaigns and real-time feedback delivered by a single platform.

Projects

Gatekeeper
January 2018

- Designed a secure, open source NFC access control system based on MIFARE DESFire.
- Firmware developed in Rust with MQTT communication, targeting custom hardware.
- Administration portal written in React with a GraphQL API in Python.
  https://github.com/ComputerScienceHouse/gatekeeper

OpenShift Deployment
January 2017

- Deployed and administered an OpenShift Origin (Kubernetes) PaaS cluster.
- Built source-to-image containers and mentored users on continuous integration.

Conditional
August 2016

- Python web application to track evaluation requirements for Computer Science House.
- Created lightweight components in vanilla JavaScript with Webpack and Babel.
- Deployed with Docker and Travis CI; leveraged OpenID Connect for authentication.
  https://github.com/ComputerScienceHouse/conditional

Skills

JavaScript, Python, Java, Rust
React, GraphQL, Webpack, Jest
Docker / Kubernetes
Linux Systems Administration
Continuous Integration

Activities

Computer Science House
System Administrator '16 - '19
Executive Board '17 - '18

Achievements

Earned the rank of Eagle Scout
Boy Scouts of America Troop 220