

Yuya Ito

yuyaito/about

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EDUCATION

TOKYO INSTITUTE OF TECHNOLOGY

BACHELOR OF ENGINEERING

March 2020 | Meguro, Tokyo

Major: Industrial Engineering

Scholarship: Inoac International Corp

NANYANG TECHNOLOGICAL UNIVERSITY

EXCHANGE

July 2016 - May 2017 | Singapore

Major: Computer Engineering and

Economics

KOMABA TOHO HIGH SCHOOL

Apr 2008 - Mar 2014

SKILLS

PROGRAMMING

Proficient with:

Python 3 • TypeScript • Java • Node.js •
React/Redux • BFF • MongoDB

LANGUAGE

Japanese - native

English - fluent

OTHER

Authorized to work for any US employer
(No sponsorship required)

EXPERIENCE

MERCARI | SOFTWARE ENGINEER

Nov 2021 - Present | Roppongi, Tokyo

- Worked on the renewal project of **Mercari Web**, Japan's largest community-powered marketplace, in the multi-cultural team.
- Led / shipped many feature parities and new features in TypeScript and React. I worked as a scrum master a lot of times.
- Implemented a new carrier payment option for web. I wrote down the web-client design doc and assigned each tasks to team members. In addition to that, I implemented the backend changes in the huge monolith service in PHP and payment related microsevices in Golang. Unfortunately, we could not see stat-sig BCR or ATPU changes from the 1 month report.
- Implemented multi factor authentication using SMS for anti-phishing in web. I implemented the MFA screen after the checkout. This Project resulted in reducing amount of phishing by 75%, from \$2 million to \$400,000.
- Designed kana auto-filling feature for the signup screen from scratch. This project aims to improve UX and entry form optimization. I chose to create our own library to achieve the goal because I could not find the appropriate library to meet our requirements (bundle size / trustworthy owner). As a result, this feature worked perfectly for our purpose and improved user experience and sign-up completion rate a bit. (not stat-sig though)
- Dealt with a lot of customer inquiries including the investigation (local debug / dive into Datadog logs) and bug-fix implementation.

NIKKEI | SOFTWARE ENGINEER

Apr 2020 - Oct 2021 | Chiyoda, Tokyo

- Worked on the renewal project of **nikkei.com**, one of the most widely used news sites in Japan.
- Led and shipped the new gift / comment function, using TypeScript, node.js, and Varnish (3 Engineers, 1 Designer)
- Dealt with many incidents using Kibana with the deep understanding of a browser, CDN and API gateway.

CYBER AGENT | SOFTWARE ENGINEERING INTERN

March 2019 | Shibuya, Tokyo

- Won the prize in 2-days hackathon.
- The hackathon theme was to make the web-based image viewer app.

TECHNICAL PROJECT

BOGGLE | WEBSITE, GITHUB

Summer 2020

- Built Next.JS application for Boggle game and it's solver
- Implemented 2 solver APIs (greedy and Trie)

ANNOTATION | GITHUB

Summer 2019

- Built Node.JS/MongoDB/Docker based application for the image annotation task of Machine Learning
- Took care of accessibility and be able to move focus by keyboard.