Current Address
Boston, Massachusetts

James Shin

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US Citizen

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SUMMARY

Full stack software engineer trained in the MERN stack, pursuing my masters in Computer Science with a focus on machine learning and natural language processing. With over a dozen product launches as a chemist, I am looking to apply my transferable skills to equal success as a software engineer.

TECHNICAL SKILLS

Applications/Languages: Python, Javascript, SQL, JMP, Minitab, MongoDB, PostgreSQL
Frameworks: React, Bootstrap, Django, jQuery, Bulma

EDUCATION

University of Texas at Austin, Austin, TX 2020 - Present
M.S. in Computer Science
General Assembly, Boston, MA Present
Software Engineering Immersive
The University of Akron, Akron, OH
M.S. in Polymer Engineering
Carnegie Mellon University, Pittsburgh, PA
B.S. in Materials Science and Engineering

RELEVANT EXPERIENCE

Software Engineering Immersive | General Assembly | Remote Dec 2021 – Mar 2022

- Looking For Group - Built with React | Django - Built a full stack web app to connect video game players to community-led, in-game events
- Wayfarer - Built with Django - Built a full stack website for users to post local news and events

University of Texas at Austin Fall 2021
Computer Science Graduate Student - Natural Language Processing

- Developed a consensus-powered approach for automated cleaning of the Stanford Natural Language Inference (SNLI) corpus
- Produced a ~95% accurate classifier for identifying incorrect gold labels based on trained sub-model confidence

WORK EXPERIENCE

OPT Industries, Cambridge, MA June 2020 – August 2021
Senior Polymer Developer

- Led materials development initiatives for a new proprietary 3D printing company
- Filed several patents covering novel chemistries for 3D printing
- Managed direct reports and set clear project milestones for deliverables
- Managed supplier relationships for scaleup and commercialization of in-house resin products

Align Technologies, San Jose, CA July 2019 – February 2020
Senior 3D Process Engineer, Materials

- Served as lead engineer for additive manufacturing process development on Prefabricated Attachments and Direct Fabrication Aligners
- Performed scale-up activities across a disparate fleet of 3D printers
- Initiated product requirement studies including shelf life, pot life, batch-to-batch variability and supplier qualification in preparation for limited market release

Carbon, Inc., Redwood City, CA July 2015 - July 2019
Senior Process Engineer, Materials

- Developer of Adidas Futurecraft 4D polymer resin platform for mass-market 3D printed shoes
- Developer of UMA 90, a photopolymer with improved toughness and EH&S characteristics
- Developer of DPR 10, a photopolymer for Dental markets
- Conducted Design of Experiments to reduce effect of raw material variability on printability
- Scaled resin production from 15kg per batch up to 5000kg per batch
- Saved over $600K by salvaging non-compliant product caused by CMO error
- Implemented document control on critical process procedures, SOPs, and FMEAs

Laird – Performance Materials, Cleveland, OH Aug 2013-July 2015
Process Engineer, Performance Materials Division

- Developed EcE118, a MIL-DTL Type-A silver/copper conductive silicone for military markets
- Formulated Form-In-Place silicone products to improve shipping stability in Asian markets
- Launched Non-Conductive-Elastomer products: NcE240, NcE241, NcE242 and NcE245
- Successfully scaled-up manufacturing capabilities of Form-In-Place products in Belgium
- Reduced batch variability in Thermal product lines by tightening raw material specifications

PATENTS

PCT/US2022/011412: Multi-Cure Polymer Systems For Additive Manufacturing