KAELYN SUH

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OVERVIEW

Fullstack Software Engineer with a strong frontend focus, specializing in scalable, data-driven web applications using TypeScript, React, and Next.js. Experienced in real-time UIs, distributed systems, and cross-functional product development. Comfortable with observability tools like Sentry and Datadog, passionate about building intuitive, high-performance experiences at scale.

EXPERIENCE

Founding Engineer
April 2024 – May 2025

Lil Snack – Irvine, CA (remote) | lilsnack.co

- Founding platform engineer for the Lil Snack daily games platform (NextJS, Firestore, Unity), developing scalable, embedded web applications in collaboration with partner platforms like Imgur, Fox News, BuzzFeed, and Amazon
- Led development of real-time, interactive user interfaces, including leaderboards, streak tracking, and discussion boards, increasing player engagement and boosting account sign-ups by 15%
- Scaled platform infrastructure and optimized frontend performance, driving a 1040% increase in daily active users and surpassing 10 million total games played within one year
- Integrated Lil Snack games into Imgur's mobile app and web platform, implementing custom authentication flows and embedding real-time game data visualizations to enhance daily active usage

Software Engineer
April 2022 – March 2024

Blizzard Entertainment – Irvine, CA (hybrid) | blizzard.com

- Maintained and enhanced the Battle.net e-commerce application (Angular, Java), supporting a large-scale, real-time platform with over 20 million concurrent users
- Improved product purchase conversion rates by 9% through A/B testing and data-driven UX optimizations in collaboration with product managers, designers, and engineering teams
- Integrated web and mobile platforms (iOS and Android), implementing seamless cross-platform purchasing workflows and improving real-time data synchronization between environments

Senior Software Engineer
October 2019 – March 2022

Uplift – Toronto, ON, Canada (remote) | uplift.com

- Developed and maintained the Borrower's Portal (React, Redux), a data-driven web application for consumers to manage loans, schedule payments, and track transaction history in real time
- Collaborated with product, UX, and backend teams to design and implement customer-facing financial management workflows, including buy now, pay later integrations, contributing to improved platform adoption
- Mentored software engineering interns through code reviews, task delegation, and pair programming, helping maintain high code quality and fostering technical growth within the team

EDUCATION

Bachelor of Computing in Computer Science
September 2012 – April 2016

Queen's University – Kingston, ON, Canada | queensu.ca

- Recipient of the Queen's University Excellence Scholarship

SKILLS

Languages & Frameworks: HTML / CSS, JavaScript, TypeScript, React, Next.js, Node, Express, GraphQL, D3.js, Angular, Web Components, Java, Spring Boot, Python, SQL

Tools & Infrastructure: GCP (GCS), AWS (S3), Docker, Jenkins, Cloudflare, Sentry, Datadog, Redis, PostgreSQL, Git, Figma