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experiences

Software Engineer (Chat) | Cohere
JUL 2023 - JUL 2024

- Spearheaded frontend development for launch of toolkit, a popular open-source RAG app (**2.9k+ GitHub stars**) built with **React / Next.js / zustand**, enabling users to easily build and deploy LLM-based products.
- Designed and implemented @-mention tagging of LLM tools and user files in Coral's chat composer, improving feature visibility and reducing user confusion compared to the previous side panel design.
- Engineered real-time chat streaming via WebSockets, enhancing outputs with customized rich text, citation parsing, and interactive text highlights. Designed robust status tracking for adaptive visuals, ensuring seamless user experience.

Software Engineer (Platform) | Command AI (Acquired by Amplitude)
OCT 2022 - JUL 2023

- Led comprehensive redesign of documentation website, integrating recursively structured content from third-party CMS and implementing reusable components to fully support responsive design and theming.
- Designed and implemented zero-code setup components in **React**, seamlessly embedded via iframes into user websites, enabling smooth cross-document messaging and interaction with their parent platform.

Software Engineer (Brokerage Operations) | Habito
NOV 2020 - OCT 2022

- Built a hub of aggregated customer data for our internal brokers, increasing the speed of and reducing the amount of errors made when processing a mortgage applications **by 90%**.
- Led fortnightly discussions for the frontend group and contributed to knowledge sharing talks across the engineering team. Championed creation of responsive and web accessible components for design system.

Frontend Developer (Interactive Web Team) | MediaMonks
MAY 2019 - NOV 2020

- Prototyped a 3D asset viewer tool for HP's consumer PC products using **React and Three.js** for a sales pitch that secured another 3 projects with HP, leading to an additional **$8M+ in revenue**.
- Developed an **FWA award winning** interactive microsite showcasing HP Indigo's LEPx printer with **Vue.js / Three.js**. Optimized **performance by 30%** via reducing draw calls per frame and efficiently handling events.

Notable projects: HP Indigo LEPx, S⁴Capital Annual Report, Hyundai Genesis Korea

Frontend Engineer (Platform) | Yolk AI (Acquired by Astreya Partners Inc)
JULY 2018 - APR 2019

- Created a suite of service desk automation tools using a **Typescript / React / Apollo Client** frontend and communicated with a GraphQL based server. Contributed to Jest component testing.

Software Developer (Platform) | Mosaic Manufacturing
JAN 2018 - JULY 2018

- Architected and prototyped the frontend for Canvas, a **React / Redux / Three.js** app that consolidates tools for creating, slicing and coloring models for multi-material 3D printing into a single web platform.

projects

WebGL Sketchbook misspia.github.io/sketchbook
JAN 2018 - PRESENT

A sandbox and journal for documenting my WebGL learning progress. Contains a collection of **shaders / Three.js** experiments exploring noise functions, postprocessing techniques and more

skills

Languages: JavaScript, TypeScript, HTML/CSS, GLSL
Web: Node.js, React, zustand, Redux, Next.js, Apollo GraphQL, Vue.js, Webpack, Three.js, WebGL
Other tools: Docker, shaders, GraphQL, PostgreSQL, Git

education

University of Waterloo Bachelor of Accounting and Financial Management (BAFM)
CLASS OF 2018