

Frontend Engineer (Brokerage Operations / Lending) | Habito

NOV 2020 - PRESENT

- 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 application **by 90%**
- Aggregated multiple services into single Node.js middleman servers to reduce the complexity in our frontends
- Created responsive and web accessible components for internal design system and facilitated fortnightly discussions for frontend related concerns and knowledge sharing

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 the WebGL of the **FWA award winning** interactive microsite showcasing HP Indigo's LEPx printer. Optimized site **performance by 30%** by reducing draw calls per frame and efficiently handling user events.

Notable projects: [HP Indigo LEPx](#), [Twitter Transparency](#), [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 **React / Apollo Client** frontend and communicated with a GraphQL backend. Contributed to Jest component testing
- Developed internal theming library based on styled-components and created reusable form components to standardize branding within the code base and optimize the development process of other engineers.

Software Developer (Team CANVAS) | Mosaic Manufacturing

JAN 2018 - JULY 2018

- Architected and prototyped the frontend for CANVAS, a **React / Redux** app that consolidates tools for creating, slicing and coloring models for multi-material 3D printing into a single web platform.
- Built ontop of **Three.js**, features include 3D model uploading, transformations and drag & drop color/material assignment, allowing users with no 3D printing experience to prepare models for multi-material printing.

Software Engineer Intern (Manufacturing Automation) | North (Acquired by Google)

MAY 2017 - DEC 2017

- Utilized WebSockets and the browser's Gamepad API to allow users to easily communicate with production machinery via precision controllers, **increasing production efficiency by 80%**.

projects

Wingbae

MAR 2021 - PRESENT

Led frontend development of a social dating platform focused on creating time and location based rooms where users can chat and match with one another through our GraphQL and Apollo based app

Kaeswap

DEC 2018 - DEC 2019

A platform for K-Pop fans to trade and resell their albums//merch/event tickets; received **thousands of pageviews** and **hundreds of concurrent active users** during the KCON LA 2019 event

WebGL Pokdex Apollo Client + Server misspia.me/pokedex-webgl

JAN 2019 - MAY 2019

Developed an interactive WebGL experience with **Three.js and React hooks** to provide a novel, yet performant, way to interact with pokemon data served from a custom **Apollo server**

WebGL Sketchbook misspia.me/sketchbook

JAN 2018 - PRESENT

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

skills

Languages: JavaScript (ES12), TypeScript, GLSL, HTML/CSS

Web: Node.js, React, Redux, Apollo GraphQL, Next.js, Vue.js, styled-components, Webpack, Three.js, WebGL

Other tools: Shaders, GraphQL, Postgres, Git, Vim

education

University of Waterloo, Bachelor of Accounting and Financial Management (BAFM)

CLASS OF 2018