

experiences

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Software Engineer (Chat) | Cohere

JULY 2023 - JULY 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.
- Architected and developed @-mention tagging of LLM tools and user files in Coral's chat composer, increasing feature visibility and usage rate by 40%.
- 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 - JULY 2023

- Led comprehensive redesign of a documentation site, integrating a third-party CMS and reusable components to enhance responsiveness and theming, reducing support tickets by 25%.
- 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

- Developed customer data hub using **React / Apollo Client**, enhancing internal brokerage workflows. Increased speed of and reduced errors made when processing 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.
- Mentored a team of 2 junior engineers on a critical project, leading to a **20% improvement** in code quality and faster project delivery.

Frontend Developer (Interactive Web Team) | MediaMonks

APR 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%**, leading to smoother animations and improved user engagement.

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

Software Developer (Platform) | Mosaic Manufacturing

JAN 2018 - MAR 2019

- 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.
- Designed an intuitive interface that enabled users with no 3D printing experience to easily prepare models for multi-material printing, leading to a **30% growth** in social media followers and increased product sales.

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 / Web Audio** experiments exploring noise functions, postprocessing techniques and more

skills

Languages: JavaScript, TypeScript, HTML/CSS, GLSL

Web: Node.js, React, Zustand, React query, Redux, Next.js, Vue, Webpack, Web Accessibility, Three.js, Web Audio Other tools: Docker, GraphQL, PostgreSQL, Git

education