

## 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, 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 - JULY 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

- 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](#), [S<sup>4</sup>Capital 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

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### WebGL Sketchbook [misspia.github.io/sketchbook](https://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

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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

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

CLASS OF 2018