

# REBECCA SHOPTAW

## Software Engineer

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Full-stack engineer with a track record of shipping ambitious features and complex fixes for large-scale applications.

### SKILLS

React | TypeScript | JavaScript | HTML | CSS | Node.js | Next.js | Vercel | Tailwind CSS | Git | Jest | Docker | CI/CD |

### PROFESSIONAL EXPERIENCE

Software Engineer & i18n Lead	Internet Archive	Remote December 2023 - Present
<ul style="list-style-type: none"><li>Successfully shipped 8+ new features and fixes as a volunteer for a digital library with 30M+ monthly visitors, using automated unit and integration testing and linting to ensure code quality</li><li>Collaborated with a cross-functional team of 15 via weekly meetings, code review, engineering best practices, and continuous integration/continuous delivery (CI/CD) workflows</li><li>Yielded a 30% reduction in cover image submission time by revamping the form user experience (UX), replacing outdated JavaScript and jQuery validation methods and preventing duplicate entries</li><li>Identified optimal solutions by diving deep into the 18-year-old codebase to solve complex issues at the root</li></ul>		

Software Engineer	Freelance	Remote October 2023 - Present
<ul style="list-style-type: none"><li>Increased responsiveness, performance and scalability by up to 80% by overhauling and rebuilding client sites, transforming bare-bones HTML sites and simple single page profiles into seamless, modern React applications</li><li>Reduced page creation time by &gt; 90% in a TypeScript and Next.js rebuild of a SquareSpace site by replacing 13 repetitive individually-generated pages with a simple, reusable React component</li><li>Synthesized client site objectives and aesthetic vision into actionable plans for site architecture, code and design, maintaining a 24 hour turnaround time between initial meeting and delivery of full proposal</li></ul>		

Filmmaker	Rebecca Shoptaw Films	New York, NY August 2016 - Present
<ul style="list-style-type: none"><li>Drove increasingly ambitious projects from ideation to realization, including a <u>70-episode web series</u> that was featured in <i>The New Yorker</i> and <i>Le Monde</i> and 40+ short films that have screened at festivals internationally</li><li>Led teams of 10+ in fast-paced, high-pressure on-set environments, devising individualized strategies to communicate clearly and effectively with each team member</li><li>Created polished finished products by patiently refining performance, cinematography and editing with minute precision, averaging 8+ rehearsals per shot and 5+ full cuts per film</li></ul>		

### PORTFOLIO HIGHLIGHTS

Software Engineer	Triolingo	New York, NY October 2023 - Present
<ul style="list-style-type: none"><li>Generated immediate user impact by propelling the product from initial concept to first launch in &lt; 24 hours</li><li>Transformed scalability and extensibility by using SOLID design principles to distribute the game logic among 25 reusable, modular React components and 8 custom hooks and TypeScript helper functions</li><li>Delivered a &gt; 89% reduction in main component length in a single week by spearheading a thorough streamlining, refactoring and restructuring process</li></ul>		

Software Engineer	Open Editions	New York, NY September 2023 - Present
<ul style="list-style-type: none"><li>Orchestrated site expansion by making the 10 customized style and content data points entirely dependent on a TypeScript object so as to achieve full reusability for the React audiobook user interface (UI)</li><li>Currently scaling up, developing new features for the site, and incorporating a 40,000-book library and customized audio player by deploying a REST API-linked search algorithm</li></ul>		

### EDUCATION

BA, Film and Media Studies	Yale University	New Haven, CT August 2014 - June 2018
<p>GPA: 3.88 — <i>cum laude, with distinction</i></p> <ul style="list-style-type: none"><li>Mastered JavaScript, HTML, CSS, C, SQL, and Data Structures and Algorithms</li><li>Independently trained self in Swift by taking a video-editing iOS app from ideation to completion in under 3 weeks</li><li>One of only 20 students out of 500+ with a project selected to be featured in CS50 year-end <u>course showcase video</u></li></ul>		