

REBECCA SHOPTAW

Frontend Software Engineer

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SUMMARY

Frontend software engineer and filmmaker with a track record of realizing ambitious projects with rapid speed and minute precision.

SKILLS

Primary Tech Stack: React | Javascript | Typescript | HTML | CSS | **With React:** Redux | Vite | Custom Hooks |

Design & Styling: SASS | Less | GSAP | Bootstrap | Figma | **Mobile:** React Native | Swift |

Version Control: Git | GitHub | **Testing, Containerization & Workflow:** Jest | Docker | CI/CD |

General: Web Development | Mobile Development | SOLID Design Principles | UI/UX Design | Unit and Integration Testing |

PROFESSIONAL EXPERIENCE

Software Engineer

Internet Archive

Remote

December 2023 - Present

- Engineered new features and bug fixes as a volunteer for an open-source site with over 7 million monthly users
- Reduced stress on the backend server and eliminated the need for > 13 lines of Javascript code by revamping the cover submission UX, replacing outdated validation methods and preventing duplicate entries
- Collaborated with a cross-functional team of 15 via weekly meetings to help shape the future of the project
- Tech stack: Javascript, HTML, CSS, Less, Vue, Python, Docker

Frontend Engineer

Freelance

Remote

October 2023 - Present

- Maximized responsiveness, performance, scalability, and appealing UI/UX design by overhauling and redesigning client sites, transforming barebones HTML sites and poorly-searchable single page profiles into feature-rich React applications
- Synthesized client site objectives and aesthetic vision into actionable plans for site architecture, code and design, maintaining a less than 24 hour turnaround time between initial planning meeting and delivery of full design and technical proposal
- Tech stack: React, Vite, Typescript, HTML, CSS, SASS, GSAP, Figma, Bootstrap

Filmmaker

Self-Employed

New York, NY

August 2016 - Present

- Drove increasingly ambitious, highly technical projects from ideation to realization, creating a 70-episode web series that was featured in *The New Yorker*, *Le Monde* and *i-D Magazine* and 40+ short films that have screened at festivals internationally such as BFI Flare and NewFest
- Led teams of 10+ in high-pressure on-set environments, devising individualized strategies to communicate clearly and effectively with each team member
- Yielded polished finished products by patiently refining performance, cinematography and editing with minute precision, averaging 8+ rehearsals per shot and 5+ full cuts per film

PORTFOLIO HIGHLIGHTS

Triolingo

Lead Designer and Developer

October 2023 - Present

- Generated immediate user impact by propelling the product from initial concept to first launch in under 24 hours
- Boosted scalability and delivered a > 89% reduction in main component length in a single week by spearheading a thorough streamlining, refactoring and restructuring process

Open Editions

Lead Designer and Developer

September 2023 - Present

- Orchestrated site expansion by making the 10 customized style and content data points entirely variable-dependent so as to achieve full reusability for the audiobook interface
- Currently scaling up, developing new features for the site, and incorporating a 40,000-book library and customized audio player by deploying an API-linked search algorithm

EDUCATION

Yale University

BA, Film and Media Studies — cum laude, with distinction

August 2014 - June 2018

GPA: 3.88

- Mastered Javascript, HTML, CSS, C, SQL, and Data Structures and Algorithms
- Independently trained self in Swift by taking a video-editing iOS app from ideation to completion in under 3 weeks
- One of only 20 students out of over 500 with a project selected to be featured in the CS50 year-end course showcase video

CONTACT

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