Rebecca Shoptaw

Frontend Software Engineer

New York, NY | rebecca@rebeccashoptaw.dev | linkedin.com/in/rebeccashoptaw | github.com/rebecca-shoptaw | rebeccashoptaw.dev

SKILLS

Primary Tech Stack: React | Javascript | Typescript | HTML | CSS | **With React:** Redux | Vite | Custom Hooks |
Design & Styling: SASS | Less | GSAP | Bootstrap | Figma | **Mobile:** Swift | React Native |
Version Control: Git | GitHub | **Testing, Containerization & Workflow:** Jest | Docker | CI/CD |
General: Web and iOS Development | Frontend Architecture | API Integration | UI/UX Design | Unit and Integration Testing |

RECENT PROFESSIONAL EXPERIENCE

Software Engineer   **Remote**
Internet Archive   *December 2023 - Present*
- Engineered new features and bug fixes for an open-source site with over 7 million monthly users as a volunteer member of the Internet Archive's Open Library team
- 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 Software Engineer   **Remote**
Freelance   *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

RECENT WORK

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
- Devised and implemented the gamified lesson UI and algorithm with 500+ questions and score-keeping functionality
- Boosted scalability and delivered a > 89% reduction in main component length in a single week by spearheading a thorough streamlining, refactoring and restructuring process
- Tech stack: React, Redux, Vite, Typescript, HTML, CSS, Bootstrap

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
- Tech stack: React, Vite, Typescript, HTML, CSS, SASS, Bootstrap, LibriVox API

Cat Band
Lead Designer and Developer   *August 2023 - Present*
- Enhanced modularity and performance and yielded a > 40% reduction in source code length by replacing hard-coded cat buttons with a simple, reusable cat component
- Achieved a distinctive look for the application by coordinating with an artist to determine the site aesthetic and commissioning 9 original illustrations for the user interface
- Tech stack: React, Vite, Typescript, HTML, CSS, Bootstrap

EDUCATION

Yale University
BA, Film and Media Studies — cum laude, with distinction   *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 510+ with a project selected to be featured in the CS50 year-end course showcase video

CONTACT

Email - rebecca@rebeccashoptaw.dev   *Portfolio* - rebeccashoptaw.dev
LinkedIn - linkedin.com/in/rebeccashoptaw   *GitHub* - github.com/rebecca-shoptaw