

Rebecca Shoptaw

Frontend Software Engineer

rebecca@rebeccashoptaw.dev • New York, NY

linkedin.com/in/rebeccashoptaw • github.com/rebecca-shoptaw • rebeccashoptaw.dev

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

SKILLS

React | JavaScript | TypeScript | HTML | CSS | Next.js | SASS | Tailwind | Git | Jest | Docker | CI/CD | UI/UX Design

PROFESSIONAL EXPERIENCE

Frontend Software Engineer

Internet Archive

Remote

December 2023 - Present

- Successfully shipped 7+ new features and fixes as a volunteer for a digital library with 29M+ monthly visitors, utilizing automated testing and linting to ensure code quality
- Yielded a 30% reduction in cover image submission time by revamping the form UX, replacing outdated JavaScript validation methods and preventing duplicate entries
- Collaborated with a cross-functional team via weekly meetings, code review, and CI/CD workflows

Frontend Software Engineer

Freelance

Remote

October 2023 - Present

- Increased responsiveness, performance and scalability by up to 80% by overhauling and redesigning client sites, transforming bare-bones 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 24 hour turnaround time between initial planning meeting and delivery of full design and technical proposal

Filmmaker

Rebecca Shoptaw Films

New York, NY

August 2016 - Present

- Drove increasingly ambitious, highly technical projects from ideation to realization, including 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
- 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

PORTFOLIO HIGHLIGHTS

Triolingo

Lead Designer and Developer

- Generated immediate user impact by propelling the product from initial concept to first launch in < 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

- 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

BA, Film and Media Studies

Yale University

New Haven, CT

GPA: 3.88 — cum laude, with distinction

August 2014 - June 2018

- 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 500+ with a project selected to be featured in the CS50 year-end course showcase video