

Jin Im

Creative (Front-End) Developer

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






Skills

React | WebGL | Three.js | TypeScript | Next.js | JavaScript | CSS | SASS | Express.js | Git
HTML | MongoDB | Node.js | NoSQL | REST APIs | Webpack | SEO | Next.js

Professional Experience

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| Mar 2022 – Sep 2022 | Freelance Full Stack Developer, Fresh Rainbow Farm <ul style="list-style-type: none">Independently developed and deployed web application using React, Node.js, and Express to handle inventory and invoice managementBuilt sales data visualization dashboard with Chart.jsShared development updates and progress with key stakeholders |
| Nov 2017 – Aug 2022 | Search Engine Evaluator (Analyst), TELUS International AI <ul style="list-style-type: none">Provided personal analyses on different algorithmic outcomes of user queries to elevate user experienceDetermined the relevance, efficacy, and credibility of search engine results and web pagesUtilized qualitative data to provide recommendations on optimizing search engine results |

Projects

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|--------------------|--|
| Jan 2023 – present | YGO! Search, React, Three.js, WebGL, GLSL, Three-Fiber, Next.js, Javascript
Live: https://www.ygosearch.net/  <ul style="list-style-type: none">Created a fully 3D rendered API search feature using Three.js and WebGL.Implemented localized image bloom rendering effects to enhance user experience.Developed SEO optimized pages with routing and server side rendering to increase website visibility.Implemented dynamic data rendering to provide real-time information to users.Utilized React concurrency via suspense and transition to optimize page performance. |
| Oct 2022 – present | Three.js Showcase, React, WebGL, GLSL, Three.js, Three-Fiber, Next.js, Javascript 
Live: https://imjin.dev  <ul style="list-style-type: none">Built a fully responsive 3D graphics visualization showcase using React and Three.jsReal-time rendering of 3D models and text meshes utilizing custom shaders written in GLSLFluid 3D animations assisted by React Spring to interpolate positional values |
| Aug 2022 – present | Skill Issue (League of Legends Image Game),
<i>TypeScript, React, Next.js, Firebase, Javascript, SASS, Netlify</i> 
Demo: https://www.skill-issue.com/  <ul style="list-style-type: none">Developed a web-based image game utilizing Riot Games' League of Legends APIImplemented pixel tracking and analytics via Firebase SDK and Google AnalyticsOver 7000 users with more than half a million rounds played within a day |
| Feb 2022 – Present | Passport Tips (Passport Renewal/Timeline Presenter),
<i>React, JavaScript, CSS, HTML, Netlify</i> 
Live: https://passport.tips/  <ul style="list-style-type: none">Developed a web application that allows users to use renewal time data to plan their own passport renewals for tripsEmploys Reddit's API to gather user submissions and Chrono.js to parse natural language dates; custom logic extracts and processes relevant renewal submission and approval dates |