


# Wayne | Frontend Developer

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 <https://waynechoi.dev>

 <https://github.com/waynechoidev>

## PROFILE

Frontend developer at a FinTech startup, leading the core product from conceptualization to launch. I focus on development with a comprehensive understanding of the entire business. Passionate about graphic programming across various platforms, from native to web, and constantly expanding my skill set through hands-on side projects.

## EXPERIENCE

### Frontend Developer

Tella

Aug 2022 – Present

- Lead full product lifecycle for specialized B2B/B2C FinTech projects
- Innovate frontend systems with complex business logic and state management
- Drive testing enhancements and business-focused features.

### Boat Builder

Rayglass Boats

Yachting Development

Aug 2016 – Aug 2022

- RIB building for Coast Guard and Emirates Team New Zealand
- Carbon super yacht building, Restoration sailing boats
- Laminating, Assembly, Fitout (electrical, engineering)

## SIDE PROJECTS

### PBR Renderer

- Developed a Physically Based Rendering (PBR) engine in WebGL, WebGPU, and OpenGL
- Documentation: <https://waynechoi.dev/post/pbr-rendering>
- WebGL Sample: <https://waynechoidev.github.io/web-pbr>
- WebGPU Sample: <https://waynechoidev.github.io/webgpu-pbr>

### N-body Simulation

- Created an N-body simulation using WebGPU
- Documentation: <https://waynechoi.dev/post/n-body-problem>
- Sample: <https://waynechoidev.github.io/n-body-problem>

### SPH Simulation

- Implemented a Smoothed Particle Hydrodynamics (SPH) simulation using WebGPU with 2,000 particles
- Documentation: <https://waynechoi.dev/post/sph-water>
- Sample: <https://waynechoidev.github.io/sph-water>

## EDUCATION

### Manukau Institute of Technology

Diploma, Computer Integrated Manufacturing  
2015 - 2016

### Unitec Institute of Technology

Certificate in Applied Technology in Boatbuilding  
2012 - 2013

## SKILLS

HTML5 / CSS3

JS / TS

React.js

Node.js

C++

OpenGL

WebGL

WebGPU