



DAVID SHIN

y.davidshin@gmail.com
347-803-0075

[Website](#) 
[LinkedIn](#) 
[GitHub](#) 

EXPERIENCE

Louvelle — Senior Software Engineer

June 2025 - Present

- Lead engineer across Louvelle's React Native app and TanStack React admin dashboard.
- Implemented rental flows: cart holds with Temporal workflows, approvals/rejections, and fraud-limit checks with Drizzle ORM.
- Integrated Stripe for payments and deposits; built cross-platform SMS (Twilio) and push notification systems.
- Developed admin features with TanStack Table and shadcn/ui, including inline editing, user limits, and reporting.
- Embedded analytics (PostHog, Sentry, GA) for observability and product tracking.

Siberia.io — Freelance Software Engineer

June 2024 - December 2024

- Ongoing consulting engagement with Fortune 500 automotive project (NDA).
- Provide full-stack engineering expertise and long-term product support.

LaunchPad — Founding Engineer → Lead Engineer

May 2022 - November 2023

- Founding team member of a youth activities management SaaS platform.
- Designed and built scheduling, trial booking, staff management, membership, and attendance tracking features.
- Architected billing and payments system with secure card storage and automated recurring charges.
- Created a self-serve kiosk for check-in and document signing, streamlining front-desk operations.
- Implemented reporting dashboards and automated Email/SMS notifications to support business growth.

Little Cinema Digital — Front End Engineer

July 2020 - May 2022

- Built streaming event experiences for Amazon, Netflix, Disney, and Warner Media.
- Created "Little Booth" virtual photo booth, embeddable with a single script tag.
- Developed marketing site (Remix + Tailwind) and enhanced livestream platform with white-labeling, quizzes, reactions, and multi-chat.

Siberia.io — Associate Engineer

July 2018 - May 2020

- Delivered prototypes and production apps for startups and Fortune 500 clients.
- Built React Native healthcare app, GraphQL e-commerce integrations, and interactive media sites.

PROJECTS

Star-Fall — [Live](#) - [GitHub](#)

- A fast paced star-shooter game inspired by the popular 80's arcade game Galaga. Uses JavaScript and the p5.js/p5.play libraries. p5.js is used for HTML5 canvas rendering and p5.play deals with the sprite class and handles collision detection.

TECHNOLOGIES

- React, React Native, Storybook, TypeScript, GraphQL, RemixJS, NextJS, GatsbyJS, Tailwind, ChakraUI, Styled-Components, Framer, Grommet, Node, Express, AWS Amplify, S3.