

DAVID SHIN

y.davidshin@gmail.com

347-803-0075

[Website](#) 

[LinkedIn](#) 

[GitHub](#) 

EXPERIENCE

Little Cinema Digital — Front End Engineer

July 2020 - Present

- Architected, built, and launched new projects for high end online streaming events, partnering with companies such as Amazon, Netflix, Disney, and Warner Media
- Built a virtual photo booth with realtime preview and a focus on mobile-first responsiveness. Bundled into a single JavaScript file using webpack so that it could be embedded into any website using a single script tag with minimal engineering intervention
- Developed a marketing site for the virtual photo booth using Remix.js and TailwindCSS. Took advantage of server-side rendering to demo the virtual photo booth's capabilities on the marketing site
- Developed and maintained core platform, which has been used for over 500 virtual events. Created new features, such as white labeling of the platform, interactive quizzes over livestreams, multiple chat rooms, and custom emoji reaction messages, while focusing on responsiveness and scalability
- Created the company's first Frontend Engineering onboarding documentation

Siberia.io — Associate Engineer

July 2018 - May 2020

- Worked with 20+ clients from early startups to Fortune 500 companies. Collaborated with product and design teams to build products, ranging from experimental prototypes to fully-functioning, production-level applications.
- Designed GraphQL data model, integrated e-Commerce platform Shopify, and CMS Contentful for a major apparel brand.
- Implemented motion design using React-Pose for a leading magazine publisher.
- Created an iOS/Android application using React-native to be used with connected hardware for a healthcare company.
- Created an internal Slack bot for employee time-tracking with data visualizations using Angular.js, deployed to AWS Elastic Beanstalk.

Pursuit — Technical Mentor

July 2018 - Jan 2020

- Mentor fellows in the 5.0 and 6.0 cohorts. Meeting on a weekly-basis, helped improve fellow's JavaScript fundamentals and overall web-development skills, while also providing industry guidance.

EDUCATION

Pursuit (formerly C4Q), Long Island City — Full Stack Web Development Fellowship

September 2017 - May 2018

- Enrolled in an intensive 9-month project-based full stack web-development curriculum designed by engineers from Vice, Facebook, Yahoo, Artsy, and LinkedIn.

PROJECTS

Star-Fall — [Live](#) - [GitHub](#)

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

TECHNOLOGIES

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