

DAVID SHIN

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EXPERIENCE

LaunchPad — Lead Engineer

March 2023 - Present

Previously: **Founding Engineer** - May 2022 - March 2023

- As a founding engineer, played a pivotal role in shaping LaunchPad, a comprehensive business management software tailored for youth activities.
- Led the creation of an intuitive user interface for appointment scheduling, trial bookings, and class scheduling, displaying mastery in UX design and front-end development.
- Architected a comprehensive suite of management tools including staff, membership, digital document signing, level and attendance tracking modules, showcasing strong skills in database design, back-end development and understanding of business processes.
- Engineered a secure billing & payments system and a self-serve kiosk feature, highlighting proficiency in building secure financial applications and customer self-service solutions.
- Designed an insightful reporting system and implemented Email & SMS automation systems, showing a strong grasp of data analysis, visualization, and automated communication systems.
- Developed customizable branding options for businesses, reflecting an understanding of branding and customization in software development.

Little Cinema Digital — Front End Engineer

July 2020 - April 2022

- Architected, built, and launched new projects for high end online streaming events, partnering with companies such as Amazon, Netflix, Disney, and Warner Media
- **Little Booth, a virtual photo booth with realtime preview.**
Bundled Little Booth 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 Little Booth's marketing site using Remix.js and TailwindCSS.**
Took advantage of server-side rendering to demo the advertised product's capabilities on the marketing site
- **Developed and maintained core platform LST (Live Streaming Technology).**
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 numerous clients that include early start-ups to fortune 500 companies. Collaborate 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 website of a major apparel brand.
- Implemented motion design using React-Pose on a website redesign for a leading magazine publisher.
- Created an iOS/Android mobile application using React-native to be used with connected hardware for a healthcare company.

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