

Reginald Tan  
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## Skills

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Languages: Node.js, Ruby, Python, Typescript, Javascript, Swift, Java

Tools: React Native, React, Ruby on Rails, Express.js, Redux, GraphQL, Mocha, Webpack, Git

## Experience

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**Software Developer, Yomu Labs** Jul 2023 - Present

- Built a pipeline for Talking Face Video Generation using a serverless GPU architecture using a combination of different pre-trained models (facial landmark detection, 3D motion coefficients)
- Researched, conducted feasibility studies, and developed LLM applications such as "Vector Search Engine for Developer Documentation" and "Twilio and GPT driven cold caller agent"
- Tools: Python, Torch, Wav2lip, Stable Diffusion, OpenCV, Next.js, React, Modal

**React Native Contractor, Promptworks (Remote)** Jan 2022 - Jun 2022

- Staff augmentation work at a Series H grocery delivery company with 150+ engineers.
- Implemented partnership promotions on the Checkout team and collaborated with payments, loyalty, and teams to ensure deliverables are on time.
- Investigated slow tests in CI and made changes that yielded 300% improvement in execution time
- Added e2e integration tests for both Android and iOS platforms using Appium
- Tools: React Native, Typescript, Node.js, GraphQL, Jest, Appium, Figma

**React Native Developer, Pennywhale LLC (Remote)** Jul 2021 - Dec 2021

- Staff Augmentation work doing React Native development of a live streaming video app for celebrities in North America.
- Troubleshooted and Fixed Android specific issues to reach feature/design parity with iOS.
- Tools: React Native, Ruby on Rails, GraphQL, Apollo, Redux, Stripe

**Game Developer, Self-Employed** Jan 2020 - Jun 2021

- Created several WebGL multiplayer games, the biggest which had over ~2 million total play sessions and avg session duration of 30 minutes.
- Fixed and optimized server-side CPU bound bottlenecks, client-side rendering performance, network latency/bandwidth.
- Tools: Node.js, WebGL, Pixi.js, Websockets, Protocol Buffers

**Ruby on Rails Developer, Docspring (Remote)** Jun 2019 - Dec 2019

- Contracted to help add features to a PDF Generation tool based on Ruby on Rails, React and Redux. Worked a lot with PDF internal file format to fix rendering problems with different pdf readers.
- Tools: Ruby on Rails 5, React, Redux, Jest, Cucumber, Rspec, Selenium, Docker

**Software Developer, Entertainment One, Toronto, ON** Aug 2017 - Apr 2018

- I developed tools for our VR distribution platform both in the front-end and back-end. Also volunteered to help the iOS team speed up feature development.
- Tools: Node.js, Javascript, Angular2, iOS, TypeScript, Swift, webpack