Wonmin "1min" Lee

Software Engineer & Game Designer

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React | TypeScript | GraphQL / Relay | Design systems | Jest / Playwright | Prisma | Kysely | DataDog
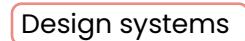
Engineering Experience

Lattice   Software Engineer | Dec 2024 - Present

Fullstack engineer for the Time/PTO product, delivering features and improvements with a focus on UX.

- Redesigned PTO pending request logic, closing systemic gaps and improving product trust.
- Led crossteam effort to resolve demo activation outages and unblocking revenue efforts.
- Anticipated UX gaps in the product, surfaced them early, and shipped fixes that raised product quality.
- Wrote high-signal PRs with video demos, reducing review cycles and improving stakeholder clarity.
- Reduced alert noise and sped up operations during incidents and on-call rotations.
- Demonstrated high ownership by driving product issues from discovery to delivery with little guidance.

Vendelux   Software Engineer | Feb 2023 - Dec 2024

Frontend lead for an AI powered event intelligence Series A startup, driving innovation and impact.

- Owned several key pages on the front-end that collectively receive over 50% of total traffic.
- Developed a highly reusable DataGrid component that sped up development time from weeks to hours.
- Helped drive business decisions by implementing key analytical tools on high-impact pages.
- Reduced tech debt by modernizing the codebase into TypeScript and React hook patterns.
- Refactored legacy components into reusable modules and documented them in technical design docs.
- Led daily scrum standups to align the team on project goals and timelines.
- Mentored junior developers, guiding them to ensure consistent code quality and integration.

DomaHub Domains   Co-Founder | Jul 2016 - May 2019

Developed an online platform to help users sell/rent out their domain names. Acquired in 2019 by Efty.

- Architected the entire backend infrastructure using Node.js and Express.js.
- Utilized RESTful APIs (including Stripe and PayPal) to develop a method to rent domains on-demand.
- Built the entire responsive front-end UI / UX with jQuery and JavaScript.
- Implemented analytical and data tools directly into the platform to allow for analysis of traffic.
- Developed strategic relationships and led outreach efforts within the domain name community.
- Created educational documentation to empower users on how to maximize the platform benefits.

Other Professional Experience

Pegasus Games   Founder & Game Designer | May 2018 - Present

Designed and launched two board games with $25,000+ raised from 400+ backers on Kickstarter.

- Developed and maintained company websites using React, Node.js, and JavaScript. Hosted on Netlify.
- Implemented a responsive tutorial and game demo in vanilla JavaScript, enhancing user engagement.
- Integrated Stripe for self-service payments and EasyPost for order fulfillment.
- Utilized design tools including Figma, Illustrator, InDesign, and Photoshop to design all game elements.
- Oversaw a team of illustrators, manufacturers, and designers to turn ideas into market-ready products.
- Delivered talks about my experiences and lessons learned with Kickstarter at conventions.

Education

Brown University   Bachelor of Arts - Economics   Sep 2010 - May 2013

Stuyvesant High School   Sep 2005 - Jun 2009

Interests

Cats, houseplants, video editing, cooking, hiking, camping, board & video games

Languages

English, Korean, and Japanese