

# Wonmin "Imin" Lee

Software Engineer & Game Designer

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React TypeScript JavaScript Material UI Node.js CSS3 SCSS HTML5 Netlify Git NPM

## Engineering Experience

**Vendelux** Software Engineer | Feb 2023 - Present

Front-end 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.

**Citrix Systems** Staff Consultant | Jun 2013 - Jul 2016

Designed, assessed, and implemented Citrix environments for various Fortune 500 companies.

- Created client branded designs of stock Citrix front-end web tools.
- Supported IT teams in architecting multi-datacenter Citrix solutions.
- Led presentations to clients regarding deliverables or the scope of work.
- Helped design load-balancing, external access, and secure authorization for networking teams.
- Conducted technical forums and taught basic web development to other consultants.
- Produced detailed documentation for technical deliverables to enhance customer clarity.

## 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, Japanese, and Mandarin Chinese

