

Vince MingPu Shao

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Software Engineer and UI/UX Designer with 8+ years of experience. Expert in integrating UI/UX principles with frontend development, crafting scalable, accessible applications with React.js, TypeScript, Figma, and cutting-edge AI tools such as Cursor with MCP servers. I have a proven track record of leading teams to deliver robust and accessible products.

Work Experience

Software Engineer, Front-end Lead

Apybara | Nov 2023 – Now | Toronto, CA (Remote)

- Architected and implemented a comprehensive multi-network staking platform supporting Aleo, Celestia, and Cosmos Hub, with unified interfaces for both native and liquid staking protocols, handling over \$5M in total value locked across networks.
- Pioneered the development of Aleo blockchain's liquid staking protocol, implementing complex features including instant withdrawals, dynamic rate conversions, and automated rebalancing mechanisms, while maintaining protocol security and user fund safety.
- Built an enterprise-grade blockchain system with Next.js, integrating multiple wallet providers, with real-time monitoring, automated fee calculations, and comprehensive activity tracking across different protocols.
- Spearheaded the development of a Coinbase Quest campaign in collaboration with Coinbase, architecting a scalable blockchain-based rewards system that onboarded over 1M users and facilitated the distribution of 60M tokens, ensuring seamless transactions, security, and high system availability.

Software Engineer, Front-end Lead

stakefish | Jan 2021 – Aug 2023 | NY, US – Toronto, CA (Remote)

- Led design, engineering, and business teams to develop a secure Ethereum staking and NFT minting platform, processing \$2M+ in transactions while optimizing gas fees.
- Designed and developed a high-performance dashboard with Figma, Yarn workspaces, TypeScript, and Next.js that rapidly renders and visualizes 10k+ real-time data points sourced from multiple API and RPC endpoints, serving thousands of users.
- Improved the Lighthouse performance of a company's 17-languages-supported website from "poor" to "good", resulting in a significant increase in website speed and user engagement.

Web and iOS Engineer

Line Break Studio | May 2019 – Now | NY, US (Part-time, remote)

- Revamped a reusable SwiftUI component library, enhancing modularity and supporting multi-theme customization across iOS devices.
- Created tailored Shopify e-commerce site that increased monthly user traffic by 10% by implementing accessible semantic HTML and CSS elements, improving SEO and user discoverability.

UI Developer & Designer

Tendermint | Aug 2020 – Dec 2020 | CA, US (Remote)

- Developed a Vue.js open-source library with gRPC/Protocol Buffers integration, earning 1K+ GitHub stars.

Front-end Developer

Tenten Creative | Aug 2017 – Aug 2018 | Taipei, Taiwan

Graphic Designer

Neil Tien Studio / BIOS Monthly | Dec 2015 – Aug 2017 | Taipei, Taiwan

Education

New York University - Interactive Telecommunications Program, MPS

Sep 2018 – May 2020 | NY, US

National Chengchi University - Bachelor of Arts (BA)

Sep 2010 – Jun 2014 | Taipei, Taiwan