The Artisan

SOFTWARE CRAFTSMAN & CREATIVE TECHNOLOGIST • MINDULLE ATELIER

portfolio.sonagi.space • blog.sonagi.space
craftsman@sonagi.space
Location: Seoul / Busan, Korea (UTC+9) • Global Remote

> *"Bridging rigorous computer science fundamentals with organic aesthetic stillness. Experienced in Tier-1 open-source engineering, high-throughput data pipelines, real-time 3D WebGL optics, and deterministic W3C design systems."*

SELECTED PRODUCTION WORKS & SYSTEMS ARCHITECTURE

Mindulle Atelier: 4-Act 3D Spatial Cinema `portfolio.sonagi.space ↗` 2026

Solo Creative Architect • Real-time Three.js WebGL & Optics

- Engineered 120-unit continuous 3D spatial camera trajectory, 2-pass planar mirror reflection for forest pools, and 10,000-particle GPGPU curl noise fluid simulations.
- Achieved sustained 60–120 FPS rendering (<35 draw calls) with custom 35mm T1.4 cinema bokeh shaders and integrated -14 LUFS mastering audio synthesizer.

MDS: Mindulle Design System Specification `design.sonagi.space ↗` 2025 – 2026

Design Systems Engineer & Lead Author

- Authored complete W3C Design Tokens Community Group (DTCG) matrix synchronizing Figma Variables to Style-Dictionary AST and Tailwind/CSS runtimes.
- Enforced 2px resolute stroke geometry and tactile botanical palettes across the ecosystem.

Work-Experience Project: Review Analytics Automation `Live Demo ↗` 2026

Full-Stack & Pipeline Engineer • LocalWave Team Program

- Engineered automated multi-channel review ETL pipeline (Naver, YouTube, CatchTable) with Python FastAPI, AI sentiment classification, and Google Sheets sync.
- Packaged all-in-one Docker production suite and deployed serverless Next.js dashboard onto Cloudflare Workers with on-demand pipeline trigger APIs.

Sonagi Draw: Collaborative Canvas Studio `draw.sonagi.space ↗` 2025 – 2026

Systems & WebAssembly Engineer

- Built real-time infinite collaborative whiteboard based on tldraw with WebSocket CRDT state synchronization and bidirectional autonomous AI agent bridges.

OPEN-SOURCE CONTRIBUTIONS & UPSTREAM PATCHES

- **remorses/traforo (Merged & Released v0.8.0):** Issue #5 — Diagnosed WebSocket close-code 4402 process leak bug; patch officially upstreamed and released in production.
- **npm/cli (Active PR #10213):** Solved race condition & workspace prefix isolation during parallelized `npm version` execution with Arborist AST test suites.
- **cloudflare/workers-sdk (Active PR #16811):** Fixed Miniflare local simulation type definitions for `ForwardableEmailMessage` email routing handlers (159 tests pass).
- **mattermost & DocsGPT (Active PRs):** Mattermost #1073 (modal workflow, 10/10 CI pass) & DocsGPT #3289 (API agent tool security & redirects, 65 tests pass).

EDUCATION & ACADEMIC STATUS

Pusan National University (부산대학교) — School of Computer Science & Engineering 2015 – Present

B.S. in Computer Science & Engineering • Current Undergraduate Senior (학부 3-2 / 4학년 재학)

Coursework: Software Engineering (SRS & UML Modeling), Multimedia Signal Processing, Operating Systems, AI Programming, Database Systems.

AUDITED TELEMETRY

Lighthouse Perf	**98 / 100**
Framerate Stability	**60–120 FPS**
Draw Calls / Frame	**< 35 calls**
Open-Source PRs	**8 Verified PRs**

CORE COMPETENCIES

CREATIVE DEV & WEBGL

Three.js, Custom GLSL Shaders, GPGPU, Post-Processing, WebAudio API, Canvas 2D.

`Three.js` `GLSL` `GPGPU` `WebAudio`

DESIGN SYSTEMS ENGINEERING

W3C DTCG Design Tokens, Figma Variables, Style-Dictionary, CSS Grid/Flexbox, Typography.

`Figma` `DTCG` `W3C Tokens` `Print CSS`

FULL-STACK & CLOUD EDGE

TypeScript, Python, FastAPI, Next.js, React, Bun, Cloudflare Workers, Docker.

`TypeScript` `Python` `FastAPI` `Workers`

SOFTWARE ENGINEERING RIGOR

SRS Specification, UML Modeling, TDD, Git PR Workflows, CI/CD Pipeline Automation.

`TDD` `Docker` `Git` `CI/CD`

LANGUAGES & WORK PROFILE

English: Full Professional Working Proficiency (Global Async / Upwork / Remote)
Korean: Native Speaker (한국어 모국어)

Available for selective high-impact creative engineering contracts, 3D WebGL experiences, and design token architectures.