

Yewen Jin

Software Engineer · Creative Technologist

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Creative Technologist turned Software Engineer with strong product sense. I've built and shipped production interactive software as a freelancer, as co-founder of Skopetur Ltd, and as technical lead on networked performance projects between London and New York. I work AI-native: Claude Code and Cursor are daily drivers for shipping quickly while maintaining engineering standards. Recently completed the Northcoders bootcamp to formalise full-stack JavaScript and React fundamentals. Looking for a role where I can pair hands-on engineering with shaping technical direction in a product-led team.

Selected Projects

SpillR | Real-time TV Show Comment Platform (Group Project)

React Native, Expo, Express, Socket.io, Supabase, PostgreSQL, Jest, Github Action | March 2026

- Designed the data-layer architecture with REST + Socket.IO: REST owns persistence, Socket.IO owns real-time delivery, served from a single Express process. [[GitHub:FE](#)] [[GitHub:BE](#)]
- Implemented the Socket.io integration layer: room-based episode channels, real-time broadcasting, live/historical data merging.
- Led technical documentation including architecture diagrams and data flow maps
- Led major codebase refactor to consolidate duplicated logic & establish maintainable patterns

MIDI Relay Server | Remote MIDI Routing Tool (commissioned)

Claude Code, Node.js, WebSocket, MIDI protocol | April 2026

- Built a remote MIDI relay server enabling live MIDI signal routing for Jazz band Speaker's Corner Quartet for remote robotic instrument control [[Deployed App](#)] [[GitHub](#)]
- Sub-50ms added latency over typical internet connections, with binary WebSocket frames
- Solo build, prototyped in a day using a multi-agent **Claude Code orchestration** with dedicated sub-agents for context, token budget, and workflow state

The Body is Obsolete | Interactive Narrative Game Environment and Chatroom (commissioned)

HTML, CSS, JavaScript, Node.js, P5js, WebSocket | 2025/2026

- Designed and built a browser-based, chatroom style interactive narrative game for an interactive performance [[Game Portal](#)] [[GitHub](#)]
- Handled technical setup and audiovisual networking throughout the artist's performance

Alibi Coach | AI Time Reflection App

Next.js, React, TypeScript, Tailwind CSS, Supabase, Vercel AI SDK, OpenRouter | May 2026

- Built an ADHD-informed time reflection app that records completed work through timers, manual blocks, and natural-language chat [[Deployed App](#)] [[GitHub](#)]
- Implemented agentic workflows for intent classification, timer control, structured time-block logging, clarification, and evidence-based day summaries

Ouya | Audiovisual Live Performance - Gesture-driven DSP & Live Visuals

Max/MSP, OSC, MIDI, motion capture | 2023 - ongoing

- Co-built an audiovisual trio performance translating hand gestures, traditional string instruments into electronic music and audio-reactive visuals [[Performance Video](#)]
- Recently extended with OSC/MIDI remote integration enabling distributed performance setups

Experience

Freelance Creative Technologist

June 2025 - present

- Build bespoke technical solutions for artists and organisations: live performance infrastructure, custom web tools, AI-assisted prototypes.

Curatorial Assistant & Digital Content Manager | arebyte Gallery, London Nov 2024 – May 2025

- Identified workflow inefficiencies across the gallery's charity operations and built a Google Suite + Apps Script automation that replaced paid tools with a free, scripted system.
- Maintained the gallery's website (Squarespace, WordPress) and produced/published artist interviews and digital content (40k+ social reach).

Founder & Creative Director | Skopetur Ltd, London

June 2021 – July 2024

- Built a creative tech production company from zero, taking research-stage ideas into shipping products with a small team, owning **product direction** across multiple projects.
- Designed and built skopetur.com using **Svelte + SvelteKit**, deployed via **Netlify**
- *Interactive Online Performance Tool & Video Streaming Platform*: led UI/UX in Figma and built the Svelte frontend for a low-latency video streaming platform purpose-built for networked performance; collaborated on backend (Docker, WebRTC, Janus).
- *Distance Anatomy*: produced a hybrid London ↔ New York synced live performance series using JackTrip (audio networking) and Google MediaPipe motion tracking; press coverage by [ShowStudio News](#)
- Selected for Goldsmiths Startup Scheme (2021 cohort) for business support and mentorship.

Creative Technologist & Innovation Manager | Candy Mountain, London Feb 2023 – April 2024

- Designed Squarespace Website with custom frontend components in CSS/JavaScript
- Built pitch decks & conducted marketing research based on company owned IP

Creative Tech Teaching

- Workshop instructor at **The Design Museum**, London (2022-23, robotics & narrative coding for ages 8-14)
- **Tinker Studios** (2022-23, weekly coding/robotics workshops in Unity, micro:bit, HTML/CSS).

Technical Skills

Advanced (primary tools, used regularly in production)

AI-assisted development (Claude Code, Cursor, Codex; multi-agent workflows, Skills, Figma MCP) · Creative technology (real-time audio/visual systems, networked performance, sensor-to-output pipelines) · UI/UX prototyping & design-to-code · Technical communication (documentation, architecture diagrams, cross-functional alignment) · Artist- and product-focused thinking

Intermediate (comfortable building independently)

JavaScript · Node.js · React · HTML · CSS · REST APIs · Git/GitHub · Figma · Pair programming · Agile / collaborative development workflows

Basic (working knowledge)

TypeScript · Python · PostgreSQL · Next.js · Three.js · React Native · Svelte · WebSockets / Socket.IO · Docker · Linux/VPS self-hosting · nginx · Jest / TDD · AWS EC2 · Cloudflare · Netlify · Vercel · DB seeding & migrations · NumPy · Pandas · Matplotlib · Max/MSP · openFrameworks · p5.js · Unity / C#

Education

Northcoders | **Software Development Bootcamp** | Jan-Mar 2026

- An Intensive Curriculum on Full Stack Web Development

Goldsmiths, University of London | **MA Computational Arts** | 2019-2020

- C++ (OpenFrameworks), Java (Processing), Max/MSP, C# (Unity), OOP

New York University | **BA Mathematics and Philosophy** | 2010-2014

- Discrete Math, Linear Algebra, Algebra, Analysis, Number Theory, Logic & Modal Logic

Architectural Association & University of Pennsylvania | **Architecture Studies** | 2015-2019

- Parametric design, project management, Rhino, Grasshopper, Python, Unity

Independent & Community Projects

- Solar Rocks - Audiovisual Duo and monthly radio show on [Netil Radio](#)
- Music releases on [Chinabot](#) and South London based record label [LIMBS](#)