

# Johanna Josephine

Software Developer

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🐙 [github.com/FlavorlessQuark](https://github.com/FlavorlessQuark)

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## Experience

### Full-stack / Web3 developer

@Simple Breakthrough LLC

Apr 2021-Present

- Lead a small team of developers
- Managed databases.
- Conducted code reviews and refactors.
- Implemented Figma / Zeppelin design and FrontEnd functionalities using Reactjs
- Designed and implemented BackEnd and BackEnd functionalities using Nodejs
- Implement web3 functionalities using web3js / ethersjs
- Designed and implemented Solana smart contracts in C
- Communicated directly with client to develop the products

## Education

### Broward College

Associate in Arts, Physics

2016-2018

### 42 Silicon Valley

Bachelor's degree, Computer Programming

2019-2021

- Peer to peer learning experience mimicking a work environment
- Project based curriculum covering topics from data structures, algorithms to systems and security
- Built games for Hololens2 and VR

## Projects

### Wireframe Renderer // c

[github.com/42Curriculum/ft\\_fdf](https://github.com/42Curriculum/ft_fdf)

- C program to display a 3D mesh as wireframe
- Reads meshes from files
- Allows mesh edition
- Supports rotation and zoom

### Edge detection program // c

[github.com/LumenNoctis/Shape\\_detect](https://github.com/LumenNoctis/Shape_detect)

- Implemented an algorithm that can detect straight lines from an image drawn by the user
- Line detection has multiple parameters that can be fine-tuned

### Raymarcher // c

[github.com/LumenNoctis/RayMarching](https://github.com/LumenNoctis/RayMarching)

- Implemented my own ray marcher from scratch
- Supports lighting, shadows and rotation / zoom
- Support object addition / difference

### Game Engine (SDLX) // c

[github.com/FlavorlessQuark/old\\_SDL\\_Tools](https://github.com/FlavorlessQuark/old_SDL_Tools)

- Mini game engine using the SDL2 libraries
- Supports input mapping, buttons, level manager, 2D sprite and sprite sheets, rendering.
- Caps FPS and rendering for smooth and uniform game loops

<http://flavorlessquark.tech>

## SKILLS

C

C#

Python

Javascript

bash/zsh

CSS

HTML

Reactjs

Nodejs

Mongoose

Express

Web3js

Etherjs

Git

GNUmake

VsCode

Unity

UnrealEngine

Googling

Blender