

Johanna Josephine

Software Developer

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github.com/FlavorlessQuark

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Work Experience

Full-stack / Web3 developer

@Simple Breakthrough LLC

2021 - present // Remote

- > Leading and managing a small team of developers
- > Developing web3 sites primarily using React, JavaScript, Node, Mongoose and web3js / ethersjs
- > Implementing smart contracts and developing web3 utilities and apps
- > Communicating with clients

Education

42 SiliconValley

2019 - 2021 // Fremont, CA

- > 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

Broward College

2016 - 2018

- > Associate in Arts in Physics

Skills

Programming Languages

- > C,
- > C#,
- > Python3,
- > Javascript,
- > CSS / HTML

Frameworks and Libraries

- > React,
- > Nodejs,
- > Mongoose,
- > Web3js,
- > Etherjs

Tools

- > git,
- > GNUmake,
- > VsCode,
- > Unity,

Others

- > Googling,
- > Blender,
- > Maya 2015,
- > Fluent French and English speaker

Projects

Wireframe Renderer // C

github.com/42Curriculum/ft_fdf

- > C program to display a 3D object as wireframe
- > Reads object from files and allows modification and saving

Inverse Kinematics // C

github.com/LumenNoctis/InverseKinematics

- > Implemented my own Inverse Kinematics algorithm from scratch
- > Works with large number of nodes
- > Easily usable with other programs

Raymarcher // C

github.com/LumenNoctis/RayMarching

- > Implemented my own ray marcher from scratch
- > Supports lightning, shadows and rotation
- > Modular signed distance functions allow addition of new objects

Game Engine (SDLX) // C

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