# Johanna Josephine

Software Developer



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github.com/FlavorlessQuark



## SKILLS

Hayward CA 94542,

United States

http:// flavorlessquark.tech

C#

C

Python

Javascript

bash/zsh

Reactjs

Nodejs

Mongoose

Express

Web3js

Etheris

Git

GNUMake

Unity

### Experience

#### Full-stack / Web3 developer

@Simple Breakthrough LLC

Apr 2021-Present

- •Lead a small team of developers
- · Conducted code reviews and refactors.
- Built web applications from the ground up
- Implemented Figma / Zeppelin designs and FrontEnd functionalities using Reactjs
- Designed and implemented BackEnd and BackEnd functionalities using Nodejs
- Implement web3 functionalities and smart-contract interfaces
- Developed smart-contracts for the Ethereum and Solana chains

### 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
- Developed games for Hololens2 and Windows Mixed Reality headset using Unity and Stereokit

## Projects

#### 3D Renderer // c

github.com/42Curriculum/ft fdf

- Rasterizer without a camera
- Fixed point optimization
- Program that reads from

#### Edge detection // c

github.com/LumenNoctis/Shape\_detect

- Implemented hough transform algorithm that can detect straight lines from an image drawn by the user using the normal form of a line (as to avoid divide by 0 errors)
- Line detection has multiple parameters that can be fine-tuned to provide better

#### Game Engine // c

github.com/FlavorlessQuark/ SDL Tools

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

#### NFT TCG //JS

https://blockduelers.io

- Improve legacy codebase by partially refactoring frontEnd and optimizing backEnd database and blockchain calls
- Built system that enables cross-chain play
- Built Admin page.
- Improved user profile loading time by 200% by redesigning NFT fetching
- Designed and implemented system to keep track of NFTS , enabling us to add any collection to the project