Ava Lynch — Software Developer

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EXPERIENCE

Principal Frontend Developer — HD Admin   Feb 2025 — Jan 2026

- **Rewrote and redesigned the frontend from scratch** in my open-source UI library OnyxUI, principled in componentization and data-driven reactivity, directing the interface toward accessibility and sales conversion
- Integrated in thousands of games totaling **100B user sessions**, one of which broke the **world record** for the most concurrently played video game at **25M in-game players,** yielding up to **+$500k per year for top developers**

Founder — Loneka   Nov 2022 — Present

- Founded Loneka to **empower indie game developers**, developing libraries, frameworks, and applets to **improve developer efficiency and monetization**
- Engineered OnyxUI, an open-source UI library for Fusion, increasing developer efficiency with UI components powered by a dynamic theming system, integrated for up to **1B sessions per day**
- Developed Avalog, an avatar catalog, tackling state reconciliation and lockless buffered networking, driving digital commerce and **boosting revenue by up to 4x post-adoption**
- Engineered Rorooms, a gaming framework and platform layer, inspired by mod-based architectures, to **enhance social interaction and empower artists with no-code feature integrations**

Game Developer — Self-employed   Mar 2020 — Present

- Developed Poser, a social deduction game, implementing full-stack microservices, resulting in a **20x increase in yearly revenue** post-launch, and attracting **120k community members**
- Independently developed and published 14 games across desktop, mobile, web, and console platforms, using Roblox Studio and Godot, accruing **48M play sessions**

SKILLS

- **Languages:** Lua, JavaScript, TypeScript, HTML, CSS, GDScript, Python
- **Tools:** Godot, Figma, Svelte, TailwindCSS, Blender, Roblox Studio, Fusion, Git

ACHIEVEMENTS & ACTIVITIES

- **World Record — HD Admin:** Most concurrently run gaming administration software at **25M CCU**
- **Executive & Member — University of Waterloo Game Development:** Designed branding assets, style guides, and logo packages • Assisted in the coordination of a **100+ person hackathon**
- **Devcember — Solo:** Hosted a month-long hackathon to improve the artistic skills of young game developers, attracting **113 participants** and **69 submissions**, and sponsorship from a games studio
- **Side-quests — University of Waterloo:** Designed WEEF campaign for now-director Jason Li • Gave presentations on open-source, marketing, and UI/UX • 4 hackathons and counting
- **CFM Member — Roblox:** Documented bugs and issues for engineers at Roblox, across public and beta features • Participated in focus groups, office hours, and 1-1 connections with staff