

SKILLS

- **Portfolio site:** <https://mizuka.vercel.app>
- **Proficient:** JavaScript, React, Front-end
- **Programming Languages:** JavaScript, C#, C++, C
- **Tools:** Git, Github, Vercel, Unreal, Unity
- **UI Design:** Figma, Responsive Design
- **JavaScript Framework:** React JS, Node JS
- **Database:** Firebase, Appwrite, MongoDB, MySQL

PROJECTS

Typing Web App

React JS, Custom Hooks, Styled-components, Local Storage

- Developed Mizuka Typing, an interactive typing web application using React and styled-components for dynamic UI.
- Implemented advanced features like persistent settings, customizable themes, and multiple game modes (word, sentence, free typing).
- Enhanced user experience with Ultra-Zen Mode, Focused Mode, and customizable sound effects for distraction-free typing.

Password Generator

JavaScript(ES6), Responsive Design, Clipboard API, File API

- Developed a highly advanced password generator application that features dynamic password generation, advanced styling, and enhanced responsiveness, utilizing JavaScript for interactive elements.
- Incorporated advanced JavaScript functionalities including password strength analysis, clipboard integration, and file download capabilities to enhance usability and functionality.
- Implemented password strength analysis and entropy calculation to provide users with insights into password security, improving overall usability and security awareness.

QR Code Generator

React JS, React-libraires (react-QR-code, html2canvas, file-save)

- Developed a React-based QR Code Generator: Implemented dynamic QR code generation using the react-qr-code library, with features for generating, displaying, downloading, and sharing QR codes.
- Implemented Advanced QR Code Features: Integrated html2canvas for capturing and downloading QR codes as PNG images, and provided a shareable URL for easy distribution, enhancing the versatility and usability of the application.

EXPERIENCE

Freelance

Dec 2023-May 2024

Front End Web Developer

- Migrated and Optimized Web Projects: Successfully converted seven CRE (Create React App) projects to Vite, enhancing build times and development speed. Removed redundant code and optimized performance, ensuring smoother operation on legacy hardware like Raspberry Pi.
- Implemented New Features and Performance Enhancements: Integrated a newsletter popup feature into existing projects and streamlined code to improve overall site performance. These changes led to more efficient local development and better user engagement.

Freelancer

Feb 2021-Feb 2022

Code Maintainer

- Worked alongside new developers, guiding them through the codebase and design patterns to ensure a smooth transition and adherence to established practices.
- Maintained and optimized game code, ensuring stability and performance while supporting the team's development efforts with continuous improvements.

Freelancer

April 2018-Feb 2021

subcontracted/Full stack Game Dev

- Developed and maintained a variety of game projects using Unity and C#, including designing engaging gameplay and dynamic environments.
- Optimized existing games for smoother performance on mobile platforms, ensuring better gameplay experiences by refining game mechanics, graphics, and physics.
- Worked on the creation of simulation environments, enhancing realism and interaction through detailed asset integration and gameplay features.
- Contributed to the development of 17 diverse game projects, emphasizing performance improvements and optimizations across various platforms, from concept to deployment.