





Ada Mandala

Consultant Software Engineer

Contact

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Professional Summary

Passionate software developer with a strong interest in systems-level programming and 4 years of experience. I hope to continue working with low-level languages. Frequently praised as diligent and insightful by peers, I can be relied upon to help your company achieve its goals. I hope to use my interest in theoretical foundations and my practical insight to fulfill the Software Engineer role at your company.

Relevant Skills

Rust

C(++)

Typescript

Linux SysAdmin

BASH/zsh

WASM

DevOps

Git CLI

Experience

Consultant Software Engineer

Valorem Reply | Jun 2022 - Present

- Contributed to the successful launch of ESPN+ on PS5 through contract work with Disney.
- Designed and implemented business-critical systems for commerce and analytics.
- Streamlined team processes through the development of automation tools, resulting in increased efficiency.
- Led department-wide training exercises within only 5 months of joining the company, demonstrating strong leadership skills.

Front-End Web Developer

Roll20 | Oct 2019 - Aug 2021

- Transformed static design concepts into dynamic, interactive features for Roll20's Virtual Desktop.
- Created engaging user experiences through seamless integration of Burn Bryte game elements.
- Developed and designed the innovative Mimic tool to enhance local development environments.

Client Delivery and Maintenance Specialist

PriceSpider | Mar 2019 - Oct 2019

- Starting as a maintenance specialist, I negotiated with management to build and lead the first team of front-end engineers at the Kansas City location.

Freelance Developer

Freelance | Jun 2018 - Jun 2022

- Successfully developed and implemented customized full-stack solutions to satisfy a diverse range of client requirements.
- Collaborated with clients from various industries and platforms, including web, mobile, and desktop.

Projects

Sundile

Personal | Apr 2019 - Apr 2022

- Designed and developed a game engine capable of real-time editing, rendering 3D graphics, and running on web and desktop with WASM and WebGL.

Education

Mathematics and Philosophy, BA, Honors

University of Kansas | 2017

Relevant Courses

Theory of Computation
Graph Theory

Awards and Honors

Paretsky Award for Creativity
Morse Scholarship for Excellence in Philosophy