

Phoenix Ada Rose Mandala

they/them

Contact

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PROFESSIONAL SUMMARY

Experienced Full-Stack Developer with a strong background in transforming static designs into dynamic user experiences. My track record includes enhancing streaming services for Fortune 500 companies, developing game engines, and collaborating on a complex data visualization application. Passionate about **Rust, TypeScript, WASM, and UNIX**, with expertise in creating forward-thinking solutions across diverse technology stacks. Always looking to learn something new.

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PROFESSIONAL EXPERIENCE

Prospective

June 2023 – June 2024

Rust, WASM, Typescript, CI/CD, Python

- Designed and developed the Prospective data visualization dashboard using the Perspective library, integrating with AWS, Azure, Google Cloud, and DigitalOcean.
- Created the plugin API and enhanced visual features; collaborated on JupyterLab extension, C++ data engine rewrite, and integrations with Kafka and Kerberos.

Valorem Reply

June 2022 – May 2023

Rust, WASM, Python, Embedded Development

- Contracted with Valorem Reply to bring ESPN+ to PlayStation 5 using a custom Rust framework.
- Developed infrastructure, implemented concurrent algorithms, and simplified analytics with a custom macro library; credited with “saving the project.”

Roll20

October 2019 - August 2021

Javascript, SCSS, HTML5, NodeJS

- Developed front-end for user-driven IP BurnBryte, utilizing the Charactermancer feature and providing feedback to improve the API and developer experience.
- Created a local development environment mimicking the Roll20 frontend, boosting team productivity.
- Enhanced and extended the Starfinder character sheet code.

Freelance

June 2018 - July 2022

Javascript, PHP, C#, Angular, React

- Designed, developed, and integrated full-stack solutions to meet client expectations.
- Worked with clients on short-term contracts in various industries including game development, healthcare, and business applications.
- Built green and brownfield projects on web, mobile, and desktop.

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EDUCATION

BA, Philosophy and Mathematics
University of Kansas
GPA 3.8

December 2014

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PERSONAL PROJECTS

Sundile - Game Engine

March 2022 - April 2023

Rust, WASM, GPU

- Developed a Rust-based graphics engine with WGPU for local and browser rendering. Utilizes WASM.
- Features include perspective cameras, .obj model rendering, and Blinn-Phong lighting.
- Implemented a custom asset engine for dynamic asset loading; project built from scratch for learning purposes.

cubething.dev - Personal Site

February 2023 - Present

Deno, Preact, Server Side Rendering, CI/CD, DigitalOcean

- Created a personal website utilizing Deno for the backend.
- Utilizes Preact to server-side render markdown blog documents.
- Continuously deployed with Github Actions.

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SKILLS

Programming and Templating Languages

Rust, Typescript, Javascript (ECMAScript, Node, Bun, Deno), HTML5, CSS, SCSS, C, C++, C#, PHP, LaTeX, CoQ, Lean, Markdown

APIs and Stacks

REST, MERN, LAMP, Ruby on Rails, Flask, ASP.NET, Blazor

Front-End / Client-Side

WASM (Rust/C++), **React**, **Browser APIs**, Preact, Yew, Lit, Backbone, Underscore, Web Components, LiveKit, Svelte

Back-End / Server Side

Fastify, **Express.js**, **PostgreSQL**, **Nginx**, **Server-Side Rendering**, MySQL, Tower HTTP, SQLx, Axum

Dev Tooling

prettier, **eslint**, **esbuild**, **git**, webpack, wasm-pack

System Administration, Build Engineering, CI/CD

Github Actions, **Docker**, **NodeJS**, **Bun**, **zsh**, **bash**, **pwsh**, UNIX, Linux, MacOS, WSL2, Deno, pandoc, ripgrep, bat, sed, awk, Kafka

Cloud Technologies

Digital Ocean, **PaaS**, **Serverless**, Microsoft Azure, AWS, Google Cloud

GPU

WebGPU, **OpenGL**, **GLSL**, **HLSL**, Vulkan, three.js

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