

Phoenix Ada Rose Mandala

📍 Lawrence, KS ✉ ada.mandala@pm.me 🌐 cubething.dev in ada-mandala 🐙 ada-x64

Experience

Software Engineer

A.Team Contractor

Typescript, Rust/WASM, Graphics APIs

Jan 2025 – Current

- Selected to join an exclusive software development contracting platform for senior engineers.
- Developed various software projects, ranging from full-stack greenfield solo projects to large-scale team enterprises.

Software Engineer

Prospective

Rust, WASM, Typescript, Python, CI/CD

June 2023 – June 2024

- 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.

Software Engineer

Valorem Reply / Disney

Rust, WASM, Python, Embedded

June 2022 – May 2023

- 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.”

Front-End Engineer

Roll20

Javascript, SCSS, HTML5, NodeJS

October 2019 – August 2021

- 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.

Software Engineer

Freelance

Javascript, PHP, C#, Angular, React

June 2018 – July 2022

- 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.

Projects

Custom Web Game Engine

Rust, WASM, WebGPU

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- 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.

Education

University of Kansas

BA Philosophy (Hnrs.), BA Mathematics

GPA: 3.8

Aug 2014 – Dec 2017

- **Coursework:** Computational Theory, Philosophy of Mathematics, Formal Logic, Senior Essay