Ada Mandala

Consultant Software Engineer

Contact

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Professional Summary

Passionate software developer with a strong interest in systems-level programming and 5 years of experience. I am hoping to continue working with Rust, C++, Typescript, and Linux. Primarily experienced with game engine development and frontend web development. 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 engineering role at your company.

Relevant Skills

Rust · Typescript · WebAssembly · Azure DevOps · Git · Agile

Experience

💼 Software Engineer Prospective | Jun 2023 - Present

- Lead development on open-source frontend for a complex data visualization platform
- Collaborated closely with peers on a WASM-based, realtime database

💼 Software Engineer Valorem Reply | Jun 2022 - May 2023

- Worked with a Fortune 100 company to bring their streaming service to a AAA gaming platform.
- Developed automation and process improvement, hosting the team scripts repository
- Lead department training exercise within 5 months of employment.

💼 Front-End Web Developer Roll20 | Oct 2019 - Aug 2021

- Brought static design documents to life for the Roll20 Virtual Desktop.
- Integrated interactive user experiences for the original game Burn Bryte.
- Designed and developed local dev environment tool Mimic.

💼 Freelance Developer Freelance | Jun 2018 - Jun 2022

- Designed, developed, and integrated full-stack solutions to meet client needs
- Worked with clients on various platforms and in various industries including web, mobile, and desktop applications.

Education

🎓 Mathematics and Philosophy, BA, Honors University of Kansas | 2017

Relevant Courses	Awards and Honors
Theory of Computation	Paretsky Award for Creativity
Graph Theory	Morse Scholarship for Excellence in Philosophy