

Joaquin Telleria

(he / him)

Front-end Developer

Passionate and skilled front-end developer with experience in creating modern, responsive web applications, and interactive experiences. Proficient in JavaScript/TypeScript ecosystems, UI/UX design, and API integration, with a strong background in Unity and C# for game development.

EXPERIENCE

Lindy Labs - Sandclock (2023 – 2025, Vienna, Austria, Remote)

Front-end Engineer

- Contributed to the development and launch of two versions of a decentralized finance (DeFi) application.
 - Link: <https://app.sandclock.org>
- Developed scalable front-end components using React and TypeScript.
- Integrated blockchain interactions using Viem, Wagmi, and Ethers.js.
- Participated in scouting and recruiting processes.
- Tools used: React, TypeScript, Next.js, Zustand, Tanstack Query, Axios, GraphQL, TailwindCSS, Shadcn/UI, Framer Motion, Viem, Wagmi, Ethers.js, Supabase, Jest, Vitest, GitHub Actions

Wetouch (2023, Vienna, Austria)

Front-end Engineer Intern

- Gained hands-on experience in developing web applications for public tablet displays.
- Assisted in the development of an interactive touchscreen display for Voestalpine lobbies, focusing on user-friendly interfaces.
- Tools used: React, CSS, Figma, Git, Express, Node.js, SQL, Docker

IGT (2022, Graz, Austria)

Software Developer II

- Worked on the Ocean Treasure Magic Bubble casino game, contributing to front-end development and UI optimization.
- Implemented engaging user interfaces with a focus on game mechanics and interactivity.
- Tools used: Unity, C#, GLSL, Shader Programming, TortoiseSVN, Jira, Jenkins

PERSONAL PROJECTS

Tiny React Material Design 3 (2023, Vienna, Austria)

- Developed and maintained TRMD3, a high-performance and customizable React component library that follows Material Design 3 principles.
- Published and maintained the npm package “trmd3components”

Retro Karting 22 (2022, Vienna, Austria)

- A single-player, time trial-based karting game focused on reaction time and driving skills.

Chilly Bits NFT (2021, Vienna, Austria)

- Designed and developed a collection of 1000 algorithmically generated 3D art NFTs on the Ethereum blockchain.

Idle Chess Story (2019, Vienna, Austria)

- A strategic idle game where players assemble chess units with unique abilities to compete in tournaments

EDUCATION

Technical University of Vienna

Human-Centered Computing

2017 - 2020, Vienna, Austria

University of Vienna

Scientific Computing

2015 - 2016, Vienna, Austria

VHS Polycollege Johannagasse

Java Programming

2015, Vienna, Austria

Vienna International School

International Baccalaureate Diploma and Austrian Matura

2005 - 2013, Vienna, Austria

Tools & Technologies

JavaScript, TypeScript, HTML, CSS/SCSS

React, Next.js, Vite, TailwindCSS, Shadcn/UI, Framer Motion

Zustand, Tanstack Query, Redux, Axios

Viem, Wagmi, Ethers.js

Smart contract interactions

NFT development and deployment (Ethereum)

Node.js, Express, Firebase, Supabase

GraphQL, MongoDB, SQL

Jest, Vitest

GitHub Actions, Jenkins, Docker

Figma, Canva

Unity, C#, C++

OpenGL, GLSL, Shader Programming

Git, GitHub, TortoiseSVN, Vercel, Netlify

Languages

English (Fluent) | German (Fluent) | Spanish (Native)

Links

<https://highnetcv.xyz/>

<https://www.highnet.xyz/>

<https://github.com/highnet>

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