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.
  - Links: https://legacy.sandclock.org, 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.

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.

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.

Manujoaco Games (2020 – 2022, Vienna, Austria)

Indie Game Developer
- Developed and released two games on Steam:
  - Links: https://store.steampowered.com/app/1906070/Retro_Karting_22/, https://store.steampowered.com/app/1067110/Idle_Chess_Story/
- Managed the entire development lifecycle, from concept to launch.
- Designed engaging UI/UX for a smooth player experience using Unity and C#.

Mariapalma.at (2020 – 2022, Vienna, Austria)

Information Technology Specialist
- Designed and built the entire website, ensuring a responsive and user-friendly experience.
  - Link: mariapalma.at
- Developed automated processes for translators to handle contracts efficiently.

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

Industry Knowledge

- Web3 Development
- Blockchain & Smart Contract Interaction
- Front-End Development
- API Design & Development
- UX/UI Design
- Game Development

Tools & Technologies

JavaScript, TypeScript, HTML, CSS, React, Next.js, Vite, TailwindCSS, Shadcn/UI, Framer Motion

Zustand, Tanstack Query, Axios, Redux

Node.js, Express, Firebase, Supabase, PostgreSQL, MongoDB, SQL

Jest, Vitest

Figma, Canva

Git, GitHub Actions, Vercel, Netlify, Docker

Unity, C#, Python, GLSL, Shader Programming

Languages

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

Links

https://www.highnet.xyz/

https://github.com/highnet

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