

Joseph McMahon

Web Developer

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EXPERIENCE

InfiniGods, Remote

February 2024 - April 2025

- Led UI development while working with web-team, design team, and stake-holders to deliver outstanding UI/UX for key company web projects.
- Worked remotely with minimum oversight and finished deliverables on time.

Contractor, InfiniGods

February 2024 - May 2024

- Updated entirety of their mobile King of Destiny Marketplace UI following figma mocks (<https://www.infinigods.com/kod-marketplace>, sign in required)
 - Adapted high-fidelity mockups not designed at 1:1 scale (e.g., 1170×2532px) into accurate, responsive implementations, ensuring pixel-perfect results on mobile screens.
 - Created custom typography component with custom stylings which satisfied most common typography cases from mocks.
 - Solved css text stroke inconsistency problem with stroke via text-shadows.
 - Added new flows while working with back-end developers to make fully functional pages.
- Added backend features to enable/disable certain marketplace functionality (e.g, user ability to view or purchase digital content packs)
- Assisted with debugging during the Marketplace launch.
 - Discovered critical bug which helped resolve important issues.

Software Engineer, InfiniGods

May 2024 - January 2025

- Architected the front-end codebase structure for Valhalla Foundations, establishing scalable patterns and organization for the company's new gamified site.
 - <https://www.valhallafoundation.xyz> (crypto wallet needed for some features).
- Lead UI development for site, either creating and finishing pages, or polishing any UI that was incomplete, following mocks 1:1, and always getting approval from design team and stake holders.

SKILLS

React(5)

CSS(5)

Git(5)

SCSS(4)

Figma(4)

Node(4)

Express(4)

MongoDB(4)

Adobe Illustrator(4)

React Native(4)

jQuery(3)

JWT(3)

GraphQL(3)

Python(3)

Bootstrap(3)

Photoshop(3)

WordPress(2)

Apollo(2)

AWS(2)

C++(2)

Java(2)

PHP(2)

SQL(2)

- Made every page and popup highly dynamic, having pixel perfect UI for every screen size (ultra wide, desktop, mobile), and implementing slightly different mocks for mobile.
- Created custom SCSS functions for handling css properties more efficiently across all screen widths, thus improving development time significantly.
- Implemented multiple animations across all pages to enhance user engagement and visual appeal.
- Created multi crypto wallet UI/UX.
 - Smooth transitions between each module (switch primary, remove primary, remove wallet, add wallet).
- Coded key business logic on front-end for user token set collection UI.
 - <https://www.valhalla.foundation/xyz/collection>
- Implemented key business logic and highly complex UI/UX for user NFT staking (web3 development).
 - <https://www.valhalla.foundation/xyz/stake>
 - Coded Individual vault staking, multi-vault staking, max-staking, and max-overclock
 - Engineered dynamic animations based on user's actions (leveling up vault, overclocking vault, deactivating vault).
 - Coded business logic for user staking stats and created dynamic animations for displaying them.
 - Created live staking bonus countdown UI with animations for bonus decrement.
- Implemented UI for Webstore, God Vaults page, and Leaderboard page on company's main site.
 - <https://www.infinigods.com/webstore>
 - <https://www.infinigods.com/vault/claim>
 - <https://www.infinigods.com/kod-leaderboard>

Senior UI Developer, *InfiniGods*

January 2025 - April 2025

- Assisted with debugging during token launch event (God Coin).
 - Fixed decimal staking bug
- Updated King Of Destiny Marketplace UI to have God Coin as currency rather than USDC.
- Updated Webstore UI for use of God Coin and for selling digital content packs.
- Created successful purchase flow for King of Destiny packs.
 - Loading screen, spin the wheel module, congrats module.
- Created dynamic paginating popup for giving user information on each type of Destiny Pack.
 - Popup only would show packs which are actively being sold (controlled by product tool)
 - Smooth animation transition from one pack to another.

- Developed UI/UX for legal pages on Valhalla Foundations.
 - Implemented pages following mocks and replicating documents as closely as possible (indentation, links, and list formatting styles).

Application Developer, *Pet Social LLC*

January 2023 - February 2024

- Maintained/improved React Native iOS application Furble, utilizing:
 - Neo4j, GraphQL, Apollo, Express, Node, GraphQL-Neo4j
- Developed user interfaces following figma wire frames
- Implemented new features, improved old ones
 - Instant Messaging, Replies to comments, Followers/Following pages
 - Selectable photo gallery, uploading media, loading skeletons
 - Hashtag and profile mention usability, animations between pages
 - Creating/handling notifications, debugging, stabilizing application, etc.
- Followed agile development methodology with Jira ticketing for sprint management
- Wrote end to end tests
- Implemented admin pages for moderating user content
 - Used React.js for desktop site, React Native for mobile
 - Results filtering, pagination, Apollo Cache management
- Reference: Benjamin Purtzer, direct manager
 - (541) 414-9993, preferred contact: purtzerb92@gmail.com

PROJECTS

Subreddit Feed — PHP project

April 2023

- Built with PHP, JavaScript, jQuery and Bootstrap
- Fetches posts from Reddit API and displays them on page
- Followed design from Figma specification

Sudoku — React Application

December 2022

- Built and deployed classic puzzle game with user friendly interface
- Created custom nested components with React for puzzle management
- Implemented algorithms necessary for creating a random, solvable puzzle
- Programmed contradiction highlighter for seeing mistake
- Added solution checker for users to verify solutions or get help

Pickup Soccer — MERN stack

November 2022

- Built and Deployed a full-stack web application (mongo, express, react, node) for people who would like to find pickup soccer groups near them
- Programmed register/login/edit features for users and create/edit/find/join for pickup groups
- Utilizes JWT tokens and Passport to keep user information secured
- Users can create pickup group in any U.S. city/state

Prime Number Generator — Recreational Math Project

2017

- Used an equation I derived to develop a prime number generator in C++
 - $6x-1$ is prime if and only if $x \neq (6y-1)n + y$ for $n, y > 0$, n, y are integers
- Algorithm generates 20-digit prime numbers in about 5 min
 - Generates 9-digit primes very quickly

UDEMY

The Complete 2022 Web Development Bootcamp

August - October 2022

- Completed numerous coding projects pertaining to full-stack development
- Learned React, Express, MongoDB, SQL, Node, EJS, Bootstrap, NPM
- RESTful applications, website security
- Protecting sensitive user information

EDUCATION

University of Oregon, Eugene, OR — *B.S. Computer Science*

Summer 2017

- Studied object oriented programming, algorithms, data structures, software methodologies, operating systems, etc.

VOLUNTEERING

Food for Lane Country, Eugene, OR — Mobile Pantry Distribution

June 13 2025

- Assisted with setup, distribution of food, and close.