Madeline Sparkles

Info

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Experience

Piecewise Society

We worked for Piecewise as a frontend developer, working with Svelte.
Unfortunately never got hired due to funding issues.
We largely enjoyed working for them and vice versa and we worked on
some nice-looking prototypes. We made a progress bar in pure CSS and
a prototype of their artist layout.

automancy

Our automation game made with Rust and Vulkan without any game
engine.
Parallelized with the power of an Actor System. Made to be data-driven
and scriptable.
Collaborating with a friend.

https://github.com/sorcerers-class/automancy

Skydale

Minecraft server project. We initially used Bukkit, but then we switched to Fabric as Bukkit was insufficient for our use.
We didn't continue with the project due to the inability to advertise our work, but there were some valuable lessons we've learned from working on it.
We went from Java to Kotlin. Big shift in our coding style.

https://github.com/Skydale/

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ijo-pona-poki

Small project we're quite satisfied with. It was a port of a popular mod for Minecraft that we liked.
It's an addon for a storage mod, mod that... adds a tree-like system to manage "items" for automation and usage.
Purely Kotlin from scratch.

https://modrinth.com/mod/ijo-pona-poki/

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sinpin-fe

Fediverse frontend specifically built for Akkoma. Working on it with a partner.
Made with React and TypeScript.
Currently only has posting support, we're working on other features right now.

https://git.sr.ht/~sfr/sinpin-fe

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rainbow-filter

Rainbow filter effect on your browser. Written in Rust with wgpu.
Recreation of an old program we made in ~2017.
Live at: https://mg138.github.io/rainbow-filter/