Veronica Coulombe

Front-End Developer with 8+ years of experience. Skilled in Web3, training AI art models, and creating responsive designs.

EXPERIENCE

Yomi Games — *Front-End Developer*

April 2022 - PRESENT

- Developed and maintained responsive landing pages for Web3 offerings.
- Reduced game art production time by 70% by developing a custom Stable Diffusion AI model that mirrored the hand-drawn art style used by the team.
- Collaborated closely with design and engineering teams to ensure seamless integration of UI/UX elements.

Rutgers University & University of California, Berkeley — *Web Development Teaching Assistant*

2016 - 2020

- Assisted over 200 students in learning HTML, CSS, JavaScript, and full-stack development.
- Provided one-on-one mentorship and led coding workshops.

Promise Financial — *Front-End Developer*

2015

- Translated Photoshop and Illustrator mockups into an interactive, fast-loading, and responsive website.

Full experience @ linkedin.com/veronicacoulombe

PROJECTS

Solana Hangman — *solana-hangman.vercel.app*

- A decentralized Hangman game built on the Solana blockchain.
- Created with a team as part of the Solana Encode Bootcamp.
- Built using Solana, Rust, and React / NextJS.

INR Tracker — *inrtracker.com*

- Developed a user-friendly CRUD application to help patients on Warfarin track their medication and INR values.
- Built using React / NextJS and Supabase.

CONTACT

Seattle, Washington

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www.veronicacoulombe.com

www.github.com/veronzHub

SKILLS

Web3 & Blockchain: Solana, Anchor, Rust, Web3.js

AI & Design: Stable Diffusion, Figma, Photoshop

Front-End: HTML5, CSS3, JavaScript, React, NextJS, Redux, TypeScript, SASS, LESS, Tailwind, ARIA

Back-End: Node.js, MongoDB, MySQL, Supabase

Other: Git, SEO, Email Development

CERTIFICATES

Encode X Solana Bootcamp, 2024

EDUCATION

B.A., Rutgers University 2010