

Mel Aise

genericpb@gmail.com // <https://github.com/yurapyon>

work experience

Ping.gg // Full-stack dev, 2021-2023 // 1080p video conferencing for live-streamers // <https://ping.gg/>

Ping.gg is a Y Combinator funded startup focused on making production-quality video tools for live-streamers. The main project I contributed to was a Zoom/Discord alternative which offers 1080p video calls and a smooth workflow for streamers doing collaboration streams. We later added a recording feature so YouTube creators could find use in it as well.

I wrote a balance of frontend and backend code, using Next.js, Typescript, React, Tailwind, Ably, tRPC, and Prisma. I designed UI/UX working closely with our designer and the rest of the team. I used various AWS services and webhooks when we added the recording infrastructure. I would also send sales emails, do market research, handle some database maintenance, and troubleshoot customers' issues.

My first project was working on an internal UI to add users to a waitlist and automatically email them with development updates until we released v1.0. After that, I designed and implemented a UI for users to customize how the video call would look on their live-streams, and wrote the backend to store the settings in our database. Then, I worked with the team to design an AWS-based backend to record and automatically transcode raw video from the call and designed a UI to make recordings available to download.

personal projects

pyon.moe // Frontend // art portfolio // <https://pyon.moe>, <https://github.com/yurapyon/yurapyon.github.io>

pyon.moe is my art portfolio. The website is hosted with Github Pages and uses Astro and Tailwind. Currently a fully static website, work is ongoing to move to Vercel for hosting and Planetscale for maintaining a database of art to be loaded dynamically when people visit the page.

untyped // Low-level programming // Forth system // <https://github.com/yurapyon/untyped>

Untyped is a Forth system written in Zig. The initial intentions were to learn more about Forth and use it to write an assembler for PIC microcontrollers, however I've also been using it for desktop programming and Linux scripting.

Zig is a relatively new language with the core goal of being useful in all the situations C is, while being much less inviting of user-error. As a result, Untyped makes extensive use of pointers, pointer arithmetic, and C-style error management.

I'm a big fan of Forth for its focus on simplicity and directness. The Forth style emphasizes designing only for what the solution requires, rather than trying to anticipate what may be needed in the future, which can lower maintainability and add unnecessary bloat to a codebase.

other information

I'm self-taught. The languages I use the most are Zig and Forth. I also have experience with C, Scheme, Lua and Rust. I use OpenGL pretty often and have some experience with desktop audio programming. I also have an interest in functional programming, language design, and microcontrollers.

I spend my free time making digital art and being involved with live-streaming. I've been doing creative projects for upwards of 10 years, ranging from drawing and 3d modeling to video art and music production.