

Johnnan Monzon

Full Stack Software Engineer — Web, Games & XR

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EXPERIENCE

Principal Game Engineer

October 2025 – May 2026

Playgig

Los Angeles, CA

- Launched *Mystic Kingdoms* in the US, a live MOBA game on mobile and PC with ongoing content updates and an active player base
- Developed cross-platform UI systems to handle navigation, responsive scaling, keyboard/mouse, touch, and controller inputs across HUDs, screens, and widgets
- Built end-to-end full stack features including matchmaking, social features, in-app purchasing, live events, and analytics across Unity clients and backend services

Software Engineer

2022–2025

Borderless

Los Angeles, CA

- Owned development of *Borderless*, a VR experience platform consisting of a web-based no-code experience editor and Unity viewer application supporting a wide range of headsets, including Apple Vision Pro
- Implemented full-stack platform features including user authentication, asset and data management, device management, backend API endpoints, frontend design components, and interactive 3D editing tools
- Optimized large asset file and memory handling in Unity to produce seamless interactive 4K 360 video experiences, immersive gameplay, and 3D environments for performance constrained devices

Experiential Developer

2020–2022

Studio Rx

Los Angeles, CA

- Led development of live service web applications, including WebAR experiences and interactive 3D web environments for enterprise clients and healthcare marketing events and campaigns
- Delivered interactive games and installations across multiplayer, XR, motion detection, and a variety of hardware and devices using Unity for on-site and virtual events and installations
- Developed an internal Three.js editor for creating customized virtual conference experiences, accelerating production and enabling scalable delivery and live maintenance across clients

Virtual Reality Developer

2019

HyperTunnel

Los Angeles, CA

- Built multiplayer VR features in Unity for realtime 3D environments, enabling synchronized and persistent multi-user experience sessions across VR headsets and mobile devices
- Implemented collaborative interaction tools including VR navigation, drawing and annotation, audio/video capture, and asset management

PROJECTS

Club Fungal — [Learn more about the game at jonanportfolio.com/clubfungal](http://jonanportfolio.com/clubfungal)

2024–Present

- Solo developing *Club Fungal*, a multiplayer browser-based club simulation game with a suite of minigames working across engineering and design.
- Rebuilt from Unity into a custom Three.js architecture to enable direct-to-web deployment and faster iteration, leveraging AI prompt-based development for scene building, data handling, and asset pipelines
- Implemented a custom multiplayer solution with a remote authoritative game server host with scalable support and compatibility for local and offline play modes

EDUCATION

B.S. in Mathematics & Computer Science

2020

CUNY Macaulay Honors College

New York City, NY

Game UI/UX Design

2024

ELVTR Course

Remote

SKILLS

React, TypeScript, JavaScript, Three.js, WebGL, Unity, C#, C++, Figma, AWS, MongoDB, VR/AR, Multiplayer Systems