Johnnan Monzon

Senior Full Stack Software Engineer - Web, Games, UI/UX
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SUMMARY

Senior Full Stack Software Engineer with 6+ years building web applications, games, and interactive experiences across startups and studios. Specialized in building end-to-end full stack features, internal tools for developers and designers, and cross-platform UI/UX design for usability and accessibility.

EXPERIENCE

Senior Software Engineer October 2025 - May 2026
Playgig *Los Angeles, CA*

- Led the UI/UX redesign of Mystic Kingdoms, a live-service MOBA for iOS, Android, and PC, ahead of its launch in the US, Brazil, and Australia
- Designed and implemented a cross-platform UI system with reusable components for navigation, responsive scaling, and keyboard/mouse, touch, and controller input across HUDs and screens
- Built full stack gameplay and social features spanning Unity clients, backend services, and PlayFab APIs, including matchmaking, player progression, in-app purchases, live events, and analytics

Software Engineer November 2022 - February 2025
Borderless *New York, NY*

- Owned development of Borderless, a virtual reality platform with a React and TypeScript web editor and a cross-platform Unity application for headsets and mobile devices, including Apple Vision Pro
- Built frontend interfaces and backend API services connecting AWS and MongoDB for authentication, asset and data management, device management, and other end-to-end platform features
- Optimized Unity performance for low-spec headsets, enabling smooth 4K 360 video playback and loading large 3D environments through efficient downloading, caching, and memory management
- Collaborated closely with leadership, product, design, and account teams as the technical stakeholder, aligning development with client deadlines and the product roadmap

Experiential Developer May 2020 - October 2022
Studio Rx *New York, NY*

- Owned multiple immersive web applications, pitching and scoping client requests and creative direction into technical solutions using JavaScript, WebAR, and Three.js
- Delivered interactive multiplayer games and booth installations using Unity and experiential technologies such as virtual reality, mixed reality, and motion detection for on-site events
- Built features for an internal Three.js editor that enabled teams to create, customize, maintain, and deploy interactive conference experiences at scale

PROJECTS

Club Fungal April 2024 - Present
Learn more about the project at jonanportfolio.com/clubfungal

- Solo developing Club Fungal, a cross-platform multiplayer browser-based RPG built with React, TypeScript, and Three.js, deployed live at clubfungal.com and playable on mobile and desktop
- Designed a custom web game engine with built-in editors and a data-driven architecture that enables Claude Code AI development to easily iterate on scenes, abilities, animations, and assets
- Built a full stack multiplayer system with an authoritative Node.js game server using WebSockets for efficient real-time player sync, server-side combat, and matchmaking

EDUCATION

Bachelor of Science in Mathematics & Computer Science **2020**
CUNY The College of Staten Island, Macaulay Honors College *New York, NY*
Game UI/UX Design **2024**
ELVTR Course *Remote*

SKILLS

React, TypeScript, JavaScript, HTML, CSS, Vite, Node.js, WebSockets, Three.js, WebGL, AWS, MongoDB, Python, Unity, C#, C++, Netcode, PlayFab, VR/AR, iOS, Android, Git, Figma, Claude Code