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J. Lopez

Frontend Developer · UI Engineer · Product Builder

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Orlando, FL · Remote-Ready
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S U M M A R Y

Self-driven frontend developer with full product ownership experience and a strong eye for craft. Builds and ships production-grade web applications and interactive browser experiences — from pixel-perfect UI to performant Canvas-based games. Comfortable across the full stack: Next.js 14, Supabase, Vercel, Stripe, and AI API integrations. Proven ability to move fast, own the entire frontend independently, and collaborate across services. Thrives in environments where UI quality and shipping velocity both matter.

Founder & Lead Frontend Developer — Sorce

2025 – Present · Orlando, FL (Remote)

app.getsorce.xyz

- Designed and built the complete frontend for a multi-tier AI content SaaS — Next.js 14 App Router, responsive dashboard UI, inline content editors, image generation UI, and voiceover pipeline interface.
- Implemented role-based UI access control across Creator, Builder, and Studio subscription tiers — feature-gating components, upgrade prompts, and usage limit indicators tied to live Supabase data.
- Built an inline social post scheduler UI with per-post scheduling controls, Schedule All bulk-publish, history view, and real-time queue status — wired to a Railway cron backend.
- Shipped three authentication flows: Universal OTP login, hCaptcha integration, and Phantom/Solflare wallet connect with Ed25519 signature verification.
- Owned the full Stripe billing frontend: separate billing surface with 14 price IDs across day passes, persona packs, and MKT subscriptions — plan selection, checkout, webhook-driven tier updates, and upgrade/downgrade UI.
- Built the VP Marketing Hub UI: 4-step onboarding flow, persona-based platform filter mapping 6 personas to 13 platforms, Campaign Generator interface, and integrations for Clay, Ayrshare, LunarCrush, and Supermetrics.

Founder & Frontend Engineer — LazerEye Temple

2025 – Present · Orlando, FL (Remote)

lazereyeninjas.xyz

- Built a browser-based 2D fighting game entirely in vanilla JS and Canvas API — no framework, no engine. Custom spritesheet animation system, 4-state CPU AI, parallax stage environments, character select, and particle effects.
- Shipped Ninja Blaster — a mobile-first Telegram Mini App game with touch-optimized controls, animated canvas gameplay, real-time leaderboard display, and multi-character selection UI.
- Engineered all game UI systems from scratch: HUD, score display, health bars, boss intro sequences, stage backgrounds with layered animation, and settings panel with live canvas adjustments.
- Built and deployed LazerSniper — a production Solana trading terminal with real-time PnL dashboard (Cloudflare Pages), FastAPI backend, and visual control panel with live position override system.
- Built responsive, mobile-first layouts across all LazerEye web properties — optimized for Telegram WebView constraints and low-latency mobile rendering.

KEY PROJECTS

Sorce

app.getsorce.xyz
Next.js 14, Supabase, Stripe, ElevenLabs, Replicate,
Anthropic API, Railway, Vercel, Clay, Ayrshare,
LunarCrush, Supermetrics

Ninja Blaster

Telegram Mini App
Telegram Bot API, Python, Supabase PostgreSQL,
Canvas API, Railway, Cloudflare Pages

TOKENEYEZ

In Development
Solana, Livepeer, IPFS, LangGraph, Wormhole,
Dynamic.xyz, EVM

LazerEye Fighter

lazereyeninjas.xyz
Vanilla JS, Canvas API, Sprite Animation, CPU AI
State Machine, Cloudflare Pages

LazerSniper

lazersniper.pages.dev
Python, Solana, Jito Bundles, FastAPI, Jupiter API,
Railway, Cloudflare Pages

TECHNICAL SKILLS

Frontend	Next.js 14, React, Vanilla JS / ES6+, Canvas API, CSS, Tailwind, HTML5
Backend	Python, Node.js, REST API Design, Webhook Architecture, Async/Await
Database	Supabase, PostgreSQL, Row-Level Security, Schema Design, SQL Migrations
Infrastructure	Vercel, Railway, Cloudflare Pages, CI/CD, Environment Management
Auth & Payments	OTP Auth, Wallet Auth (Phantom/Solflare), Stripe Billing, Stripe Webhooks
AI & APIs	Anthropic API, ElevenLabs, Replicate/Flux, Telegram Bot API
Blockchain	Solana RPC, Jito MEV Bundles, Jupiter API v6, pump.fun native, Token-2022, WebSocket pool detection
Tools	Git, GitHub, Supabase Studio, Railway CLI, Vercel CLI