

J. Lopez

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Frontend Developer · UI Engineer · Product Builder

SUMMARY

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.

EXPERIENCE

Founder & Lead Frontend Developer — Sorce

app.getsorce.xyz · 2025 - Present · Orlando, FL (Remote)

- 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 in the frontend: Universal OTP login, hCaptcha integration, and Phantom/Solflare wallet connect with Ed25519 signature verification.
- Owned the full Stripe billing frontend: plan selection, checkout flow, webhook-driven tier updates, and upgrade/downgrade UI across all subscription states.

Founder & Frontend Engineer — LazerEye Temple

lazereyeninjas.xyz · 2025 - Present · Orlando, FL (Remote)

- 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 responsive, mobile-first layouts across all LazerEye web properties hosted on Cloudflare Pages — 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

LazerEye Fighter lazereyeninjas.xyz

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

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

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

Tools Git, GitHub, Supabase Studio, Railway CLI, Vercel CLI