

Mollemira Porphura

Full-Stack Developer & UI/UX Designer

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PROFILE

Full-Stack Software Developer and UI/UX Designer with experience delivering professional software across web, desktop, e-commerce, and game development environments. I've built full-stack platforms and custom web infrastructure for independent clients and game studios, including e-commerce and checkout systems, database-backed applications, game economy tools, gameplay frameworks, and developer tooling. Contributed to the design, modernization, maintenance, and ongoing support of established websites for CodeCrew and the Memphis Museums of Science & History (MoSH).

I have experienced in solving technical and operational challenges beyond the frontend, including payment workflows, international shipping and fulfillment integrations, backend architecture, database design, deployment, and production support. In my free time I develop desktop software, including an adobe suite style art program, as well as a google photos style photo gallery for the desktop.

Skilled across Go, React, TypeScript, JavaScript, PostgreSQL, HTML/CSS, and modern web infrastructure, with the ability to take projects from early concepts and interface designs through architecture, implementation, deployment, and long-term maintenance.

EXPERIENCE

Web Developer Memphis, TN · 2023 – 2024
CodeCrew

Modernized and maintained existing web pages to improve visual appeal, usability, and functionality, while building custom features such as a homepage Facebook carousel that displayed the organization's latest Facebook posts without relying on paid third-party plugins.

Web Developer Memphis, TN · 2023 – Present
Memphis Museums of Science & History

Modernized and maintained existing web pages to improve visual appeal while building custom features such as a live plant catalogue, interactive calendars and carousels, a custom PayPal donation system and a PayPal checkout. I've also provided technical support around the museum when needed, including helping Exhibits with A/V equipment and setting up iPads for Education's summer camps.

Contract Developer Remote · 2025 – Present
Nemesis

Contracted to build a full e-commerce website with product management, checkout, payments, order management, email tools, and international shipping. Built backend and administrative systems to support business operations. I've also developed custom gameplay systems and developer tools for the client's game projects.

Contract Developer Remote · 2026 – Present
Never Die Interactive

Contracted to design and develop a full-stack economy and trading platform for the Roblox game SNIPER DUELS, including item catalogues, value tracking, trade tools, player-facing interfaces, and backend APIs connecting the website with live game data.

SKILLS

UI/UX · Web development · Project management

- HTML CSS JavaScript TypeScript
- Python Go React Node.js
- PostgreSQL SQL Java C++
- C# Docker Git .NET 8
- Avalonia SKIA SkiaSharp SQLite SQLite Qt PyQt6
- FastAPI Chroma PyTorch
- Transformers OpenCV

EDUCATION

Graphic Design Memphis, TN · 2017
Southwest Tennessee Community College

Software Development Memphis, TN · 2022
CodeCrew

Google UX Design Remote · 2024
Google

PROJECTS

Penta
Digital art studio

Album
Photo archive between mobile and PC