



## Jill Monoids

Full stack web developer, video game modder & developer and Linux system administrator  
*she/her*

### CONTACT

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[@oatmealine](https://t.me/oatmealine) ↗

### LINKS

[oat.zone](https://oat.zone) 🌐  
[blog.oat.zone](https://blog.oat.zone) 📖  
[oatmealine](https://oatmealine.com) 🌐  
[oatmealine](https://oatmealine.com) 🌐  
[git.oat.zone/oat](https://git.oat.zone/oat) 💎

### LANGUAGES

**Russian** (*native*) ●  
**English** (*fluent*) ●

### CONTRIBUTIONS

- ☆ 2.3k [tModLoader](#) 🎮  
A mod to make and play Terraria mods. Written in **C#**.
- ☆ 1.1k + 409 [Replugged](#) 🐼  
A lightweight Discord client mod focused on simplicity and performance. Written in **JavaScript**, **React**.
- ☆ 44 [FlexVer](#) 🌀  
A SemVer-compatible intuitive comparator for free-form versioning strings as seen in the wild, designed to sort versions like people do.
- ☆ 19 [Mirin Template](#) ?  
An easy to learn and efficient NotITG mod template. Written in **Lua**.

### ABOUT

Jill "oatmealine" Monoids is a TypeScript, Lua, Haskell, Python, C# and GLSL programmer who first learnt Node.JS programming with Discord bots at a very young age. She also manages Linux systems for [her own personal website](#), including [a Git server](#) and [a self-hosted Ghost blog](#). She excels at learning the stack for and making both [the back-end](#) and [front-end](#) of a website and then [making it work on a production server](#) in just under a week.

### SKILLSETS

#### Web Development - Back-end

TypeScript Node.JS Express Crystal PHP PostgreSQL

#### Web Development - Front-end

TypeScript SvelteKit SCSS Vite React

#### System Administration

Docker Nix NGINX PostgreSQL MariaDB Grafana Prometheus

#### Game Development

Love2D Lua C# XNA OpenGL GLSL

### EXPERIENCE

#### crystal-gauntlet

💎 [git.oat.zone/oat/crystal-gauntlet](https://git.oat.zone/oat/crystal-gauntlet) 📅 2023 - present

A reverse-engineered reimplement of the mobile/PC game *Geometry Dash*'s back-end, written in **Crystal**, complete with many QOL features, security and bug fixes, and a more complete front-end than the original game.

#### dark-firepit.cloud

🔗 [dark-firepit.cloud](https://dark-firepit.cloud) 📅 2022

Website written for the dark-firepit *friend cloud* server in **SvelteKit**, made to compile to *static HTML* to more smoothly host with **NGINX**.

#### Box of Eases

💎 [gitdab.com/oat/box-of-eases](https://gitdab.com/oat/box-of-eases) 📅 2021

A **Love2D** application to preview and create new *ease functions*, meant to assist in motion design and UX. It has a very simple and easy-to-learn interface and uses a custom-written framework for its' UI elements. Written in **Lua**.

#### Starsyrup: Palette Pals

🎮 [itch.io](https://itch.io) 📅 2022

A game made over the course of **72 hours** with 3 contestants for Mini Jam 101 written in **Love2D** and **Lua**. Ranked **37th** out of 157 entries.