

PAULYN SHEMY (JAKEOJEFF)

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Summary

Graphical Programmer who dips into everything. Working in fields of Game, Web and System Development, with main language interests such as Lua, Python, Go and Typescript. Loves founding Engineering roles and also having ownership on projects :D. Conducted/Organized 3 Hackathons, taught multiple teenagers how to program, build and ship their first project, and won 2 international Hackathons

Technical Skills

Languages: Lua, Python, Ruby, Go, JavaScript, TypeScript, C, Rust, SQL
Graphics/Game Dev: LOVE2D, SDL, OpenGL, Box2D, Pygame, Embedded Lua Scripting
Frameworks/Libraries: Node.js, Next.js, Expo, Bubbletea (TUI), Playwright, BeautifulSoup, OpenCV
Infrastructure/DevOps: Linux (Arch, NixOS), Docker, Proxmox LXC, Caddy, WireGuard, Mattermost, GitHub Actions/CI, AUR Packaging
Databases/Backend: PostgreSQL, PocketBase, Suprememory, Upstash
AI/ML Tooling: Anthropic API, Hugging Face, Transformers, Agentic Workflow Builders
Dev Tools: VS Code, Neovim, VirtualBox, KiCad, Figma, paint.net, Cursor, WakaTime/Hacktime, Git/GitHub

Experience

Plotter

May 2026 – July 2026

Founding Engineer

On-Site

- Built and shipped two founding products, Plotter Chat and Plotter Drawing, from concept to release as part of a single-person founding engineering team
- Developed Justafone, a tele-calling tracking tool for CRM teams.

Speeki-AI

April 2026

Software Engineer

Hybrid

- Delivered features for in-house internal tooling used by the engineering team
- Collaborated with the research team to prototype an upcoming system for assisting with the Knowledge layer

TinkerHub

September 2025 – May 2026

Infrastructure Engineer

Hybrid

- Designed and maintained infrastructure for tharavad, a community Linux server supporting active users
- Deployed and configured Mattermost with containerized services, reducing maintenance time
- Organized and hosted a community game jam as part of ongoing community-contribution initiatives

Hack Club

July 2025 – Present

Engineering & Hackathon Organizer

Remote/Hybrid

- Organized Kerala's first overnight game jam, the largest in the state, engaging multiple participants over 24 hours
- Taught coding and game-development fundamentals to hundreds of children, including workflows without mainstream engines/frameworks
- Mentored students in systems-level programming and software development practices, growing program participation

W3Schools

Nov 2022 – Present

Community Lead / Moderator

Remote

- Manage and moderate a Discord community of 40k+ members
- Host and run online events and live code-debugging sessions
- Implemented moderation configurations and anti-raid protections, reducing spam/attack incidents

Projects

Curious Engine | Ruby, Python, Go

May 2026 – Current

- Co-founded a non-profit technical foundation supporting builders with in-house developer tools
- Built and shipped two internal dev-tools used by multiple founders/teams

Mimicode | Go, Anthropic API

April 2026 – Current

- Built a token-optimized, human-in-the-loop coding agent as a Go CLI wrapping the Anthropic API
- Designed for engineer-first workflows, reducing token usage versus comparable coding agents

Jengine | Lua, Box2D

November 2025

- Developed a grid-based 2D physics engine in Lua with Box2D-based collision mechanics
- Implemented multi-body control system enabling simultaneous physics interactions across objects

LatLang | *Ruby, Lua, LÖVE2D*

November 2025 – Current

- Built a Ruby-based compiler transpiling a custom language (Lat) to Lua/LÖVE2D for graphical applications
- Designed language syntax blending Lua, Ruby, Python, and Java conventions, with full documentation

Spellfluid | *Lua*

October 2025

- Implemented a hybrid Eulerian-grid/Lagrangian fluid simulation in pure Lua
- Built configurable parameters (viscosity, diffusion) for realistic, embeddable fluid motion

Education

Mar Athanasius International

May 2023 – March 2025

ISC Syllabus, Computer Science

Ernakulam, Kerala, India