

Johann Ocuaman

johannocuaman@gmail.com • linkedin.com/in/johann-ocuaman •
www.logiccubed.com • github.com/LogicCubed

Education

California State University, Fullerton

Bachelor of Science in Computer Science
Minor: Entrepreneurship
Honors Program

Fullerton, CA

2027

Experience

Soft School

Co-Founder, Lead Developer

- Designed and developed a full-stack web and mobile learning platform using PostgreSQL for structured lesson and user data management
- Developed interactive lesson challenges and game mechanics, enhancing user engagement and learning retention
- Applied UI/UX and graphic-focused design to create visually appealing software for a younger audience
- Managed project scope, features, and coordinated development cycles, gaining experience in startup operations and business decision-making

Remote

July 2025 - Present

Freelance 3D Modelling

- Produced custom 3D assets for clients, used in a graphical or game-development setting
- Worked with time-sensitive deadlines and negotiations regarding creation of assets
- Collaborated with developers alongside other 3D artists to produce content that is compatible to meet client expectations
- Applied 3D modeling, rendering, and basic animation to create high-quality digital assets tailored to client specifications.
- Gathered experience in creative workflow and increasing proficiency in Blender, Blockbench, and other graphical software

Remote

Dec 2023 - Present

Euphaurix Ltd.

Creative Team Lead

- Lead a team of 3D modelers to produce digital assets synchronized with game development
- Coordinated design with development teams, facilitating feedback and maintaining consistency in quality between graphical and developmental products

Remote

May 2021 - April 2023

Independent Projects

Soft School (Mobile)

October 2025 - Present

In-Progress

- Developing a cross-platform mobile version of an existing lesson-based learning platform using Flutter and Dart
- Implementing interactive lesson challenges, progress tracking, and real-time data synchronization with the existing PostgreSQL backend.
- Applying software architecture principles to ensure scalable, maintainable, and responsive mobile app performance.

Morse Mate

- Developed a Flutter-based mobile app that converts text into Morse code using sound, vibration, and flashlight output with looping, timing control, and accessibility-first designed
- Learned basic steps for developing software for mobile apps, and accommodating for accessibility and efficient design
- Researched and applied mobile UI/UX principles to inform user-centered design decisions

Skills

Programming: Python, C#, Java, Javascript, HTML, CSS, React, React Native, Flutter, Kotlin, Swift, Dart, PostgreSQL, MySQL

Language: English (Native), Tagalog (Prof. Working), French (Limited Working), Japanese (Elementary)