Fernand Veyrier

Lead full-stack and Web3 developer

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SUMMARY

Seasoned full-stack developer with 7 years of experience in software development. Extensive knowledge of full stack development life cycles, automated deployments, and responsive designs. Proven ability to work asynchronously or remotely within small startups to large teams. Attention to details and code quality, completed with extensive documentation. Always looking for new challenges and stimulating environments, strives particularly in remote and flexible teams which work with passion.

SKILLS

Technical

- TypeScript, JavaScript, C++, C#, HTML / CSS, ES6
- React, Next.js, React Native, Material UI, Tailwind, Redux
- Node.js, Nest.js, AWS (S3, EC2, DynamoDB), GraphQL, Cloudflare, Deno
- Jest, Bun, CI/CL, GitHub Actions, TeamCity, Jenkins, Cypress, Playwright, Docker
- Prisma, TypeOrm, MongoDB, PostgreSQL, Supabase, KV
- Unity3D, Unreal Engine 4, WPF, LLM prompting, NLP

Collaboration

- Agile Development, Scrum, asynchronous development
- Git, Perforce, Jira, Trello, Notion, Slack, Discord, Figma

Languages

- French (native)
- English (fluent)
- Spanish (native)
- Italian (limited working proficiency)
- Korean (elementary)

EXPERIENCE

Lead Full Stack / Web3 Developer

UbiquityDAO   **February 2024 - Present, South Korea (remote)**

- Reviewed, mentored, and managed repository and projects, onboarded open-source newcomers through extensive documentation and the creation of a bot attending to new contributors within GitHub's ecosystem.
- Implemented a new version of a fully automated review and gratification system for open-source projects on GitHub Platform, allowing instant reviews and rewards based on the quality and investment of contributors.
- Ensured code quality and testing throughout diverse repositories by implementing automated tools triggered by hooks, and backed up by LLMs, allowing the team to focus on building without regressions.

Development Lead / Full Stack Developer

Qwerky   **June 2021 - February 2024, Seoul, South Korea (remote)**

- Orchestrated a 2-member development team, setting clear priorities and deadlines for project milestones through Agile driven planning, resulting in the successful creation of websites using Next.js. Automated deployment through Vercel and implemented unit testing with Cypress, leading to a substantial reduction in update time and minimized bugs from changes.
- Engineered backend solutions using Nest.js and GraphQL, deploying seamlessly through GitHub Actions on AWS instances. Pioneered the development of a versatile browser plugin compatible with major browsers, facilitating communication between the page, browser, and backend systems, available through the browser stores.

Project Manager / Full Stack Developer

MOS   **June 2020 - June 2021, Seoul, South Korea**

- Developed a React-powered dashboard for text analysis, emphasizing Korean content, enhancing user analysis capabilities otherwise not matched by current existing solutions in the market regarding Asian-based text content.
- Engineered backend functionalities using Python and Flask to seamlessly connect algorithms with a graph database, while also customizing a Neo4j Database to align with AI model results. Additionally, creating a secure offline version for internal use in companies with stringent security policies, easily deployable through Docker containers, allowing the product to be used within banking and financial centered companies.

Game Developer

Frima   **April 2019 - July 2020, Quebec, Canada**

- Migrated a VR game from Oculus Rift to PlayStation4 devices, requiring lots of optimizations, respecting strict development guidelines, to be able to be published to the PlayStation store, powered by Unity 3D. Successfully published the game to the PlayStation store ensuring a broadened audience of players.
- Implemented new features on a AAA game, from gameplay elements to UI additions, targeting mobile devices requiring the extensive testing of different layouts and performance, powered by Unreal Engine 4, guaranteeing the synchronization between the mobile version with its desktop counterpart and a seamless user experience.
- Created internal tools to streamline development and reuse of assets through different projects, using Unity plugin technologies, massively accelerating parallel development, and effectively reducing overall costs.

Educational Manager

Epitech   **September 2018 - March 2019, Bordeaux, France**

- Assisted 120 first year students at Epitech Bordeaux throughout their projects, by animating classes and modules and presenting the expected projects and skills to be acquired during the year, resulting in above 90% of graduation rate.
- Supervised exams, making sure that no cheat or technical issues occurred and marked projects to give feedback, mostly through one-to-one meetings involving code reviews, significantly improving the student's technical knowledge and soft skills.

PROJECTS

UbiquityOS

UbiquityDAO • ubq.fi/ • February 2024 - February 2026

- Created a distributed event system based on hook events, that would react to user's actions on GitHub after installing an App, with a plug & play architecture
- Fully automated the deployment, testing, and added an extra set of commands to GitHub that can start plugins
- Interacted with Smart Contract, AI, and LLMs to generate rewards based on user contributions. Implemented a custom MCP system for flawless user interactions with the models

Markurz

Qwerky • www.markurz.com/ • March 2023 - September 2023

- Connected lots of OAuth based third party products to allow users to link their personal accounts.
- Developed a browser plugin with auto-publishing to major browsers and stores (Chrome, Edge, Brave, Firefox, Opera).
- Set up a frontend to manage user data through a dashboard.

Deepform

Qwerky • www.deepform.net/ • January 2023 - March 2023

- Created a website using NextJs, and deployed on Vercel, to give the users a dashboard where they can upload their architectural projects.
- Set up a backend using Nest.js and utilizing AWS lambdas to run diverse operations giving the users feedback on their design.
- Designed the database and linked it through Prisma, to store large project information and files.

Builderful

Qwerky • www.builderful.co.kr/ • July 2021 - January 2023

- Set up the frontend, backend, and database from the ground up.
- Designed and migrated the database after analyzing the contents needed for thousands of items.
- Optimized the search query for an e-commerce sized website, with optimization of images required as the nature of the items sold implied extensive use of pictures.
- Implemented analytics to allow better optimization based on user experience.

CERTIFICATIONS

Neo4j Certified Professional

Neo4j Courses • 2022

- Certified in database handling, patterns, traversals and algorithms of graph databases.

Unity Certified Developer

Unity Technologies • 2015

- Adept at coding solutions to tricky problems and demonstrate that a user possesses professional-level skills to script user interactions, implement application state logic, simulate physics, debug code, and optimize performance.

EDUCATION

Master's degree in Computer Science

Epitech • Bordeaux, France • 2019 • 4 GPA

- Valedictorian during my master's degree.

Master's degree in Teaching and Coaching

IONIS STM • Paris, France • 2019

- Focused on adapting the behavior according to the student's profile in an educational way, these studies aim to establish reflexes to be able to instore the best communication for teachers.

Game and Mobile Programming Certification

Keimyung University • Daegu, South Korea • 2018 • 3.96 GPA

- One year exchange student, leading to a diploma certifying the mastery of game and mobile programming development, following diverse techniques from 3D asset creations to Shader and game logic programming.