

# Fernand Veyrier

*Lead full-stack and Web3 developer*

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## SUMMARY

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Lead Full-Stack & Web3 Developer with 7+ years of experience building scalable platforms, automation systems, and developer tooling. Specialized in TypeScript ecosystems, distributed systems, and AI-assisted workflows. Proven track record leading small teams, shipping production-grade systems, and improving developer velocity through automation and tooling. Attention to details and code quality, extensive documentation, proven ability to work asynchronously or remotely.

## SKILLS

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### Core Stack

- TypeScript, Node.js, React, Next.js, GraphQL, REST, C#, C++

### Backend & Infra

- NestJS, AWS (EC2, S3, DynamoDB), Docker, CI/CD (Jenkins, TeamCity, GitHub), Cloudflare, Deno

### Databases

- PostgreSQL, MongoDB, Prisma, Supabase, TypeORM

### Other

- Unity3D, Unreal Engine, NLP, LLM prompting

### 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

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### Lead Full Stack / Web3 Developer

UbiquityDAO

February 2024 - Present, South Korea (remote)

- Led development and maintenance of multiple open-source repositories, mentoring contributors and improving onboarding through structured documentation and automation tools.
- Built an automated GitHub-based review and reward system, enabling real-time contributor incentives and reducing manual review workload.
- Implemented LLM-assisted validation and CI pipelines, improving code quality and reducing regressions across distributed repositories.
- Designed scalable event-driven architecture integrating GitHub actions, smart contracts, and AI systems.

### Development Lead / Full Stack Developer

Qwerky

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

- Led a development team, defining architecture, priorities, and delivery timelines across multiple web platforms.
- Delivered production-ready applications using Next.js, reducing deployment time through CI/CD automation (Vercel + GitHub Actions).
- Built backend systems with NestJS and GraphQL, deployed on AWS infrastructure.
- Developed a cross-browser plugin enabling communication between frontend, browser, and backend systems, published across major browser stores.
- Improved product reliability through automated testing (Cypress), significantly reducing production bugs.

## Project Manager / Full Stack Developer

MOS

June 2020 - June 2021, Seoul, South Korea

- Built a React-based analytics dashboard focused on Korean text processing, improving analysis capabilities for Asian-language datasets.
- Developed backend services using Python and Flask integrated with Neo4j graph databases.
- Designed secure offline deployments for enterprise environments (banking/finance) using Docker.
- Enabled scalable AI-driven analysis pipelines connected to graph-based data models.

## Game Developer

Frima

April 2019 - July 2020, Quebec, Canada

- Migrated a VR game from Oculus Rift to PlayStation, optimizing performance and meeting platform requirements for successful release.
- Developed gameplay and UI features for AAA mobile and desktop titles using Unreal Engine (Fortnite from Epic Games).
- Built internal Unity tools to accelerate asset reuse and reduce development costs across projects.

## Educational Manager

Epitech

September 2018 - March 2019, Bordeaux, France

- Mentored 120+ students in software development, improving project outcomes and achieving >90% success rate.
- Conducted code reviews and technical coaching sessions to strengthen both technical and soft skills.

## PROJECTS

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### UbiquityOS

UbiquityDAO • [ubq.fi/](http://ubq.fi/) • February 2024 - February 2026

- Designed a distributed event-driven system reacting to GitHub user actions.
- Built plug-and-play architecture for extensible automation workflows.
- Integrated smart contracts and AI systems to generate contributor rewards.
- Implemented a custom MCP system for flawless user interactions with the models.

### Markurz

Qwerky • [www.markurz.com/](http://www.markurz.com/) • March 2023 - September 2023

- Integrated multiple OAuth providers for unified account management.
- Built and deployed cross-browser plugin across Chrome, Firefox, Edge, etc.
- Developed dashboard for user data management.

### Deepform

Qwerky • [www.deepform.net/](http://www.deepform.net/) • January 2023 - March 2023

- Built full-stack platform for architectural project analysis (Next.js, Vercel).
- Implemented AWS Lambda-based processing pipelines.
- Designed scalable database architecture with Prisma and NestJs.

### Builderful

Qwerky • [www.builderful.co.kr/](http://www.builderful.co.kr/) • July 2021 - January 2023

- Architected full-stack e-commerce platform from scratch.
- Optimized search performance and image-heavy workflows (ElasticSearch).
- Implemented analytics to improve user experience.

## CERTIFICATIONS

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### **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

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### **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.