

Fernand Veyrier

Lead full-stack and Web3 developer

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SUMMARY

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

Core Stack

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

Backend & Infra

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

Databases

- PostgreSQL, MongoDB, Prisma, Supabase, TypeORM

Testing

- Jest, Cypress, Playwright, Mocha, Chai

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)

- 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 (Unity3D).
- Developed gameplay and UI features for AAA mobile and desktop titles using Unreal Engine (Fortnite, 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.

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.