Jonah Seguin

jonahseguin.com
Montréal, QC, Canada

Email: me@jonahseguin.com

SKILLS

- **Languages**: JavaScript, TypeScript, Rust, Java, Kotlin, Python, SQL, HTML, CSS

- **Technologies**: Node, MongoDB, Redis, MySQL, PostgreSQL, Docker, Kubernetes, Puppeteer

- **Frameworks**: React, Next, Vue, Express, Hono, tRPC, Prisma, Drizzle, TanStack, Tailwind, shadcn/ui

- **Platforms**: GitHub, Vercel, Cloudflare, Stripe, Twilio, Railway, AWS

EXPERIENCE

- **Freelance Software Development**
  Software Developer   *Jan 2022 - Present*
  - Developed and launched a web application for a local tattoo studio, increasing repeat client bookings by 10% by streamlining client consultations, custom requests, appointments, artist scheduling, and payments.
  - Created and deployed a consultation and booking platform for a laser tattoo removal company, boosting customer acquisition by 20%.
  - Enhanced monthly sales leads by 15% for a door manufacturing and sales company by delivering a redesigned full-stack web application with product catalogs, invoices, and quotes.

- **Fuzey Designs, LLC. (Overlayz.IO)**
  Senior Software Engineer   *Nov 2024 - Present*
  - Reduced infrastructure costs by 84% through optimized microservice architecture, caching, code efficiency, and request de-duplication, improving scalability and performance.
  - Enhanced user experience by optimizing media streaming and encoding, resulting in faster page load times and smoother playback.
  - Improved security and reliability by transitioning database and services to a private network and automating daily database backups.
  - Boosted application functionality by implementing programmatic media capture, advanced analytics, and secure email/SMS authentication, enhancing user engagement and insights.

- **Akuma Games, LLC.**
  Senior Software Engineer   *Jan 2022 - Nov 2024*
  - Architected and implemented a full-stack web application featuring real-time chat, social media-style posts, rich player statistics, account linking, and a digital/fiat currency storefront.
  - Developed and deployed an automated multi-environment DevOps pipeline for microservices, utilizing Kubernetes clusters for seamless environment-specific deployments.

- **Hypixel, Inc.**
  Software Engineer   *Nov 2020 - Nov 2021*
  - Led a security project to address server code vulnerabilities, resulting in a 90% reduction in security incidents.
  - Collaborated with a team of 30 engineers to develop, test, and release over 50 weekly updates for games, supporting over 200,000 concurrent users.

- **Universal Music Group**
  Software Engineer, Research & Development   *Aug 2020 - Nov 2020*
  - Assisted in building and testing a full-stack web application for content creators to purchase licenses for UMG music in videos.

- **Hylist Games, LLC.**
  Software Engineer *Oct 2019 - Aug 2020*
    - Managed and rolled out 50+ updates to production game servers, serving over 1 million unique users.
    - Employed Agile methodologies to deliver features in weekly sprints, participating in meetings, daily stand-ups, and pair programming sessions.
    - Migrated the codebase to Continuous Integration and Continuous Deployment (CI/CD) pipelines, reducing onboarding time by up to one hour and enhancing developer experience.

Projects

- **sock8**: WebSockets-as-a-service API and SDK for real-time full-stack Next.js applications with end-to-end type safety.
- **overlayz.io**: Web-based interactive editor for creating overlays for streaming and recording with real-time data.
- **orbt**: Real-time web application with an embedded multiplayer browser for collaborative media consumption.
- **musty**: Open source database-agnostic NoSQL object-document wrapper library for Rust applications.
- **drink**: Open source dependency-injection command and argument parsing library for Java applications.