Jonah Seguin

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Skills

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

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

- **Frameworks**: React, Next, Vue, Nuxt, Express, tRPC, Prisma, Drizzle, gRPC, Spring, ktor, TanStack

- **Platforms**: GitHub, GitHub Actions, GitHub Packages, CircleCI, DockerHub, Vercel, CloudFlare, Stripe

Experience

Freelance Software Development — Canada
Software Developer — *Jan 2022 - Present*

- Increased monthly revenue by 15% at a local tattoo studio by developing and shipping a new web application to handle client consultations, custom requests, appointments, artist scheduling and payments.
- Planned, designed, developed and shipped a consultation & booking platform for a laser tattoo removal company, resulting in a 20% increase in customer acquisition.
- Doubled monthly sales leads at a door manufacturing and sales company by shipping a redesigned full-stack web application for the product catalogues with invoices and quotes.

Akuma Games, LLC. — USA - Remote
Senior Software Engineer — *Jan 2022 - July 2024*

- Planned, designed and deployed a full-stack web application with real-time chat, Twitter-style posts, rich player statistics, account linking and a storefront accepting digital and fiat currencies.
- Designed and implemented a fully-automated multi-environment DevOps pipeline that automatically built and deployed microservices to an environment-scoped Kubernetes cluster.

Hypixel, Inc. — Canada - Remote
Software Engineer — *Nov 2020 - Nov 2021*

- Led a project addressing server code vulnerabilities to mitigate risks to the digital economy and achieving a 90% reduction in incidents.
- Collaborated within a team of 30 engineers to develop, test and ship 50+ weekly updates for games played by over 200,000 CCU.

Universal Music Group — USA - Remote
Software Engineer, Research & Development — *Aug 2020 - Nov 2020*

- Worked closely with team lead to build and test a full-stack web application allowing content creators to purchase licenses for the use of UMG music in videos.

Hylist Games, LLC. — USA - Remote
Software Engineer — *Oct 2019 - Aug 2020*

- Tested and rolled 50+ updates to production game servers, played by over 1,000,000 unique users.
- Utilized agile development to ship features in weekly sprints, participated in weekly meetings, daily stand-ups, and frequently pair programmed within the team.
- Migrated the codebase to utilize Continuous Integration and Continuous Deployment, saving up to 1 hour per on-boarding and improving developer experience.

Projects

- **orbit**: WebSockets-as-a-service API and SDK for real-time full-stack Next.js applications.
- **toad**: 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.