# Antoine James | Backend Engineer (Java/Rust)

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I am a Java and Rust Engineer with a strong background in backend development and DevSecOps, leveraging over 3 years of professional experience in Java and security engineering. I've transitioned into the Web3 industry and have built production-ready backend systems using Java and Rust through freelance (NDAs) and personal projects.

My expertise spans asynchronous programming, concurrency, database integration, cloud services (AWS), REST APIs, and CI/CD pipelines. I follow SOLID principles and deliver microservices tailored for scalability. I am skilled in clear technical documentation and collaborating effectively within a team on an agile workflow.

## **EDUCATION**

### **EFREI PARIS**, Paris, France

MSc in Cybersecurity and Management (Part-time)

Sept 2024 - Present

## RELEVANT WORK EXPERIENCE

## FORMAL LAND, Paris, France

Contract - Security Researcher | Formal Verification Engineer

Sept 2024 - Present

- Formalisation of <u>Sui</u>'s type-checker and interpreter in **Rust** using <u>Coq</u>
- Upcoming project (Funded by the Ethereum Foundation) Verification of the <u>revm</u> (Rust Ethereum Virtual Machine) and building a verification framework for **ZK-circuits**
- Participating in two sessions every two weeks with a senior cryptographer from <u>O1 Labs</u> to study cryptography, basic algebra, and learn more about **ZKP**, including **PLONK**, **STARKs**, **SNARKs**, **multivariate** and **univariate polynomials**

## **MYCOM OSI, Paris, France**

Contract - DevSecOps Engineer

May 2023 - March 2024

- Reduced critical CVEs by 33% each quarter across 220+ containers.
- Reduced total vulnerabilities by over 80%.
- Resolved **pipeline failures** using GitLab and Jenkins, leading to container investigations.
- Created automation scripts using **Python** and **Bash**.
- Led security presentations for an international audience of over 50 software engineers.

## FREELANCE, Remote, France

Contract - Backend Developer (Java)

2016 - 2018

• **Developed** and maintained **high-performance** plugins for Minecraft servers, leveraging **Git**, **API** design, **performance optimisation**, and **database management** to support **1000+ daily users**.

## **GITHUB PROJECTS**

- Severum Backend (Rust) Building the backend API using Axum, REST API, Postgresql (in progress)
- Rustler (Rust) Building is a backend service for low-latency file uploads, processing, and storage. The idea is to handle large files efficiently, process them asynchronously. Using AWS S3, RDS PostgreSQL, Redis, Docker (in progress)
- MediLabo (Java) A complete microservices application using REST API, MongoDB, Docker
- <u>TourGuide</u> (Java) Refactored a project to use **concurrency**.

#### **SKILLS**

- Programming: Java, Rust, Solidity, Python, Bash
- Tools: Jetbrains IDEs, VS Code, Postman, Docker, Git, CI/CD (Jenkins), AWS (S3, RDS, Lambda, Inspector, ECR...), Jira
- Capabilities: High-Performance, Async/Concurrency, Low-Latency Architecture, SOLID/DRY Principles, Kanban/Scrum
- Tech Stack: REST APIs (Axum), Microservices, PostgreSQL, MongoDB, Redis, DynamoDB

#### **ACHIEVEMENTS**

- Contribute to the **cog-of-rust** open-source repository.
- Hackathon: <u>Kiln 2025</u> (upcoming), <u>ETH Bucharest</u> (upcoming)

## **CERTIFICATIONS**

• AWS Cloud Practitioner