JEAN-PAUL PESCHARD

Full Stack Developer — Software Engineer

Dual Citizenship: México and USA

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CAREER SUMMARY

Jean-Paul Peschard is a seasoned Full Stack Developer and Software Engineer with over 10 years of experience in the games and software industries. He has extensive expertise in Typescript, C#, Java, and Spring Boot for backend development, alongside React and Redux for modern frontend design. Known for his contributions to major titles like *Hogwarts Legacy*, he excels in delivering scalable solutions, optimizing performance, and leading cross-functional teams.

WORK EXPERIENCE

Full Stack Developer

Freelance, Guanajuato, MEXICO   *Mar. 2024 - Present*

- Designed and implemented web pages for pet treats and cakes store the latest React libraries.
- User account handling with Spring boot framework and Java.
- Manage and maintain gitlab repo for website code and version control.
- Deploy project with Node.js and integrated additional libraries with microservices.

Specialist Software Engineer

L3 Harris Technologies, Utah, USA   *Sep. 2021 - Mar. 2024*

- Designed and implemented user interfaces in Java and Node.js libraries for mission and flight simulations.
- Participated in daily team meeting for task and scope handling.
- Wrote technical documents for proper software and hardware use and bug tracking.
- Maintenance for missions data with Springboot and Kafka for fetching and displaying vehicle data and global positions.
- Deploying and handling project milestones and lifecycle in Github and BitBucket.

Software Engineer

Red Games Co. LLC, Utah, USA   *Jun. 2019 - Sep. 2021*

- Designed and implemented core systems for user interfaces in Java.
- Managed mobile games companion web pages with React, Redux, HTML5 and CSS.
- Maintenance for user data with Springboot Restful services, MongoDB and Swagger libraries.
- Developed and ran unit tests with test driven framework to ensure user items and prizes were properly given.

TECHNICAL SKILLS

Programming Languages: C++ (5 years), C# (7 years), Java (8 years), Python (3 years), SQL (4 years), JavaScript (5 years), HTML (5 years),CSS (5 years).
Frameworks and Tools: Spring Boot (3 years), React (5 years), Redux (2 years), Kafka (1 year), Node.js (3 years), MongoDB (2 years), Docker (2 years), Kubernetes (2 years).
Version Control: Git, GitHub, GitLab, Perforce.
Methodologies: Scrum, Agile, Jira, Trello.
Certifications: HackerRank C++ (Basic), Java (Intermediate), SQL(Basic), React (Basic).

EDUCATION

University of Utah   **Salt Lake City, Utah, USA**

M.S. Entertainment Arts & Engineering   *August 2016 - May 2018*

Vancouver Film School   **Vancouver, British Columbia, CANADA**

Game Design Program with Honors   *May 2014 - Apr 2015*

Instituto Tecnologico Autónomo de México   **CDMX, MEXICO**

B.S. Computer Engineering with thesis   *Aug 2008 - Mar 2014*

LANGUAGES

English: Native , **Spanish:** Native , **French:** Fluent