

# Guimfack Melvice Junior

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## OTHERS

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[ROBOTIC COMPETITION AT SEATTLE \(2023 ROBOMASTER EDITION\) & COLORADO \(2024\)](#) | POLYSTAR  
[LAB. ASSISTANT FOR INF2010 \(ALGORITHMS & DATA STRUCTURES\)](#) | POLYTECHNIC MONTREAL

## EDUCATION

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[BACHELOR IN SOFTWARE ENGINEERING](#) - POLYTECHNIQUE MONTREAL

JANVIER 2021 — DECEMBER 2025

## EXPERIENCE

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[SOFTWARE DEVELOPER & TEAM LEAD, POLYSTAR](#) - POLYTECHNIQUE MONTREAL

SEPTEMBER 2022 – PRESENT

- Implemented functionalities for robots using **C++**, **resulting in an increase of performance during the competition.**
- Performed **software tests**, which allowed our team to pass the verification tests, allowing us to participate in the competition.
- **Work in collaboration** with different teams to **construct and test** the robots.
- **Report** our progress during meetings.

[FULL STACK SOFTWARE DEVELOPER INTERN](#) - STINGRAY

JANUARY 2024 – APRIL 2024

- Build a **scalable and performant SaaS application** with Ruby on Rails, React/Redux and jQuery, Python, PostgreSQL, and Amazon Web Services.
- Work with developers to **design, plan, prioritize, and implement new features** to the platform.

[FRONT END DEVELOPER AND MOBILE DEVELOPER](#) - ESMART

MAY 2025 – Present

- Developed and deployed an **Android application from scratch** using **Java** and **AWS** (AppSync, Cognito) to support truck drivers with **voice and visual alerts** for road events.
- Integrated **Datadog** to monitor application health and performance in production.
- Improved authentication efficiency, **reducing AWS Cognito costs by 20%** through optimized caching and retry logic.
- Collaborated with senior developers to **enhance UI/UX** of internal and client-facing web applications.

## PROJECTS

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[Full Stack web application \(Find 7 differences\)](#) - POLYTECHNIQUE MONTREAL

WINTER 2023

- Designed and created a **modern and responsive UI** for the web application using **Figma, HTML and CSS** which improved the **team development speed** and the **user experience greatly.**
- Build and maintain Socket connection between the front-end and back-end, using **Socket IO, TypeScript, NestJs, MongoDB, AngularJS**, which greatly improved the **responsiveness** of the game.
- Developed **Unit tests** for the server using **Jest, NestJs and TypeScript** which has a **100% coverage** and improved **maintainability** and **bug detection.**

## TECHNICAL SKILLS

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Programming: C/C++ | Java | HTML | CSS | JavaScript | MySQL | Python | Typescript | Dart | Ruby

Framework: React JS | Angular | NodeJs | MondoDB | NestJs

Tools: Git | GitHub | GitLab | Adobe Suite | Office Suite | VSCode | PyCharm | Visual Studio Code | Jira

Courses: Algorithms and Data structure | Computer architecture | Discrete mathematics | Software architecture | UI & UX design | Computer networks | Database