

Guimfack Melvice Junior

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OTHERS

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

EDUCATION

BACHELOR IN SOFTWARE ENGINEERING - POLYTECHNIQUE MONTREAL

JANVIER 2021 — DECEMBER 2025

EXPERIENCE

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

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

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