Jesse Chounard

Senior Software Developer

Saint Ann, Missouri
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SKILLS

Go, TypeScript, Rust, C#, C++

EXPERIENCE

Cava - *Senior Software Engineer*

December 2021 - Current

- Implemented serverless applications using AWS Lambda, CloudFormation and API Gateway.
- Used Node.js with Express to create REST APIs.
- Migrated legacy monolith code built on Elixir and the Phoenix Framework to microservices in the cloud.
- Made upgrades to our mobile application using React Native.

Advocado, Saint Louis - *Software Engineer*

June 2021 - December 2021

- Created an API for adding or detecting watermarks in media stored in the cloud using AWS S3 and Lambda.
- Designed software for dynamic temporal audio compression and sample rate conversion.
- Refactored and documented legacy systems.

Koplar Communications, Saint Louis - *Senior Software Developer*

May 2007 - June 2021

- Developed mobile applications for interactive television content.
- Lead a team to create a system of audio watermarks for television commercial verification.
- Trained and mentored junior developers.
- Traveled to client sites to supervise software integration.

Graphite Lab, Saint Louis - *Gameplay Programmer (Contractor)*

October 2016 - January 2018

- Worked closely with game designers to implement gameplay systems.
- Created UI systems to work with cross-platform input devices.

Cernium Technologies, Webster Groves - *Senior Software Developer*

March 2005 - April 2007

- Designed systems for real-time security camera video analysis.
- Implemented new image compression algorithms.
- Redesigned software for modern hardware and distributed networks.
- Supervised product testing.

Veil Interactive Systems, Saint Louis - *Software Developer*

November 1999 - March 2005

- Created embedded software for detecting video watermarks.
- Developed systems for testing embedded hardware and software.
- Designed specialized software tools for creating electronic toys.
- Worked with advertising agencies to create ad campaigns using interactive technologies.