Jérôme Scheefer

Computer engineer - Fullstack & Unity developer

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37 years old
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WORK EXPERIENCE

Indie developer — *Cheeky Monkey Games*

DEPUIS FÉVRIER 2021

Design and development of video games.

Authoring of 2D and 3D assets, including modeling, texturing, animation and integration in Unity.

Development of Neon Escape, available on the Play Store.

Development of hyper-casual games and prototypes, available on the Play Store

Unity 2021, C#, Blender 3, Aseprite, Photoshop, Audacity

Tools & gameplay programmer — *Rebellion*

NOVEMBER 2020 - FEBRUARY 2021

Development of features in Asura Tools and engine, and on an unannounced game.

C++, Perforce

Fullstack developer — *Zenpark*

JUNE 2016 - OCTOBER 2019

Design and development of Frontend and Backend features. Creation of new APIs (search, mobile). Redesign of the search & reserve/subscribe workflows. Assisting in migrating native apps to React Native.

Monitoring and managing of Azure infrastructure. Improvement of the testing and CI solution.

Management of junior developers and (rotating) scrum master.

C#, ASP.Net MVC, WebAPI, HTML, SCSS, knockoutJS, Azure, SQL Server, Jenkins

Co-founder & CTO — *French Fry*

SINCE JANUARY 2011

Development of multi-protocol client software Steed, downloadable on frenchfrysoftware.com ;

Design and development of Cover comic reader (4.3 stars, 1.4M+ downloads on Windows Store & Windows Phone) ;

C#, XAML, WPF, WinRT, UWP

EDUCATION

EPITA, 2008 - Computer science engineer

IUT de Nice, 2005 - 2-year higher education in computer science.

Lycée Jules Ferry Cannes, 2003 - Baccalaureate S

SKILLS

C#, Javascript, TypeScript, SQL (Server)

HTML, CSS, Vue, React, ASP.Net MVC, KnockoutJS

Unity (2021), Blender, Photoshop, Substance (Painter), Audacity

WinForms, WPF, UWP, Visual Studio, Azure, .Net Core, Git/SVN/HG, Jira/Trello

LANGUAGES & INTERESTS

English fluent (TOEIC 920)
German some knowledge
French native

Video games and game dev, cinema, reading, hiking, cycling, trips

Lead web developer — *Altaven (now Cegid)*

SEPTEMBER 2010 - JUNE 2014

Design and development of Web and desktop applications (tax and teledeclaration software) ; Level 2 support on Web apps ;

Publishing and monitoring of SAAS platforms on Azure ;

Design and development of the web app load test solution using Visual Studio Web Performance tests and coded tests ;

Management of the web development team (1 to 3 employees or contractors) ;

MVC 4, WinForms, WCF, EF 6, knockoutJS, kendoUI, Azure Storage, SQL Azure

Head of development — *Panel on the Web*

FEBRUARY 2006 - JUIN 2010

Design and development of Web and desktop applications ;

Monitoring and adding features to the information system (ACL, Webservices, hosting, websites maintenance,..)

Management of the IT/dev team (2 to 6 interns, employees or contractors) and infrastructure monitoring and maintenance ;

ASP, ASP.Net, AJAX.ASP.Net, WebForms, WinForms, HTML, CSS, JavaScript