Jonah Seguin

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SKILLS

- **Languages**: Java, Kotlin, JavaScript, TypeScript, Rust, Python, SQL, HTML, CSS

- **Technologies**: Node, MongoDB, Redis, MySQL, PostgreSQL, Docker, Kubernetes

- **Frameworks**: React, Next, Vue, Nuxt, Express, tRPC, Prisma, Drizzle, gRPC, Spring, ktor, TanStack

- **Platforms**: GitHub, GitHub Actions, GitHub Packages, CircleCI, DockerHub, Vercel, CloudFlare, Stripe

EXPERIENCE

- **Freelance Software Development**
  Software Developer   *Jan 2022 - Present*
  - Developed and launched a web application for a local tattoo studio, increasing repeat client bookings by 10% by streamlining client consultations, custom requests, appointments, artist scheduling, and payments.
  - Created and deployed a consultation and booking platform for a laser tattoo removal company, boosting customer acquisition by 20%.
  - Enhanced monthly sales leads by 15% for a door manufacturing and sales company by delivering a redesigned full-stack web application with product catalogs, invoices, and quotes.

- **Akuma Games, LLC.**
  Senior Software Engineer   *Jan 2022 - August 2024*
  - Architected and implemented a full-stack web application featuring real-time chat, social media-style posts, rich player statistics, account linking, and a digital/fiat currency storefront.
  - Developed and deployed an automated multi-environment DevOps pipeline for microservices, utilizing Kubernetes clusters for seamless environment-specific deployments.

- **Hypixel, Inc.**
  Software Engineer   *Nov 2020 - Nov 2021*
  - Led a security project to address server code vulnerabilities, resulting in a 90% reduction in security incidents.
  - Collaborated with a team of 30 engineers to develop, test, and release over 50 weekly updates for games, supporting over 200,000 concurrent users.

- **Universal Music Group**
  Software Engineer, Research & Development   *Aug 2020 - Nov 2020*
  - Assisted in building and testing a full-stack web application for content creators to purchase licenses for UMG music in videos.

- **Hylist Games, LLC.**
  Software Engineer   *Oct 2019 - Aug 2020*
  - Managed and rolled out 50+ updates to production game servers, serving over 1 million unique users.
  - Employed Agile methodologies to deliver features in weekly sprints, participating in meetings, daily stand-ups, and pair programming sessions.
  - Migrated the codebase to Continuous Integration and Continuous Deployment (CI/CD) pipelines, reducing onboarding time by up to one hour and enhancing developer experience.

PROJECTS

- **orbit**: WebSockets-as-a-service API and SDK for real-time full-stack Next.js applications.
- **toad**: Real-time web application with an embedded multiplayer browser for collaborative media consumption.
- **musty**: Open source database-agnostic NoSQL object-document wrapper library for Rust applications.
- **drink**: Open source dependency-injection command and argument parsing library for Java applications.