

Pascal Giguère

Staff software engineer
& team lead

MONTREAL

contact

hello@pascalgiguere.dev

<https://github.com/pascal-giguere>

<https://linkedin.com/in/pascal-giguere>

education

Software Engineering (B.Eng.)

École de Technologie Supérieure

2011-2015 | Montreal, QC

skills

Full-stack software development

System design and architecture

API design & documentation

Data modeling, database design

Math, stats, ML, data science, GIS

Test-driven development

Monitoring, observability, analytics

Benchmarking, profiling

Infrastructure, DevOps

Security, compliance

UI & UX design, user research

Communication and collaboration

Project management, roadmapping, Scrum

People management, leadership, mentorship

tech

TypeScript, JavaScript, Node, Python

Swift, Java, Kotlin, C#, Go, Rust, Bash

React, Vue, Svelte, Modern CSS

Storybook, Cypress, Playwright

Relational & non-relational databases

BigQuery, DBT, Metabase

Docker, Kubernetes, Terraform

AWS, GCP, Azure, DO, Railway

HTTP, WebSocket, Pub/Sub, Redis

REST, GraphQL, OpenAPI

OIDC, OAuth, SAML

experience

→ Alvéole

Eng. Manager & Staff Software Engineer | 2023-present | Montreal, QC

Leading a team of 5 software engineers building Alvéole's next-generation SaaS, designed to assess nature-related risks for the commercial real estate industry. Built large-scale geospatial data processing pipelines. Developed a nature risk scoring engine. Launched a customer-facing web app. Modernized legacy systems. Collaborated cross-functionally to align technical initiatives with broader organizational goals. TypeScript, Node, React, GraphQL, Python, Postgres, PostGIS, Docker, AWS.

→ ZestyAI

Team Lead & Senior Software Engineer | 2020-2023 | Oakland, CA

Led a team of 6 software engineers in charge of ZestyAI's customer-facing applications. Oversaw development of web apps and REST APIs delivering critical insights to insurance clients using ML models. Focused on usability, scalability, performance, robustness and availability. Software design, project management, people management, promotion of good software development practices. TypeScript, Node, Express, React, Python, Postgres, Docker, GCP, K8S, OpenAPI.

→ Breathe Life

Team Lead & Senior Software Engineer | 2018-2020 | Montreal, QC

Led a team of 6 software engineers developing the Insurance Application Engine, a core module responsible for questionnaire generation, admissibility, underwriting, pricing, and more. TypeScript, Node, Express, React, Postgres, GCP, K8S, Terraform.

→ Alvéole

Full-Stack Developer | 2015-2018 | Montreal, QC

Led development of full-stack web projects and of a native iOS app. Worked on custom e-commerce platform, customer portal, automated schedule and inventory management, and advanced geolocation services. Node, Express, MongoDB, React, AWS, Digital Ocean.

→ Greencopper

Mobile App Developer | 2014-2015 | Montreal, QC

Developed native iOS and Android apps for music festivals. Automation scripting and microservice development. Obj-C, Java, Python, AWS.

→ Ubisoft

Tool Developer | 2013 | Montreal, QC

Contributed to an in-house tool suite and a proprietary game engine to assist game developers in creating Rainbow Six: Siege. C#, .NET, C++.

→ NRCan

Software Developer | 2012 | Montreal, QC

Developed a native Windows application to estimate production and cost of clean energy sources. C#, .NET.