

Pascal Giguère

Senior 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
Montreal, Canada | 2011-2015

skills

Full-stack web development
Native mobile app development
Software architecture
Data modeling, database design
Test-driven development
Monitoring, observability, analytics
Benchmarking, profiling
Infrastructure, DevOps
Security, compliance
UI/UX design, user research
API design & documentation
People & project management
Agile processes and tools

tech

TypeScript, JavaScript, Node
Python, Swift, Java, C#, Go, Rust
AWS, GCP, Azure
Docker, Kubernetes, Terraform
HTTP, WebSocket, Pub/Sub
REST, GraphQL, OpenAPI
Relational & non-relational databases
OpenID Connect, OAuth, SAML, JWT
React, Redux, Storybook
Modern CSS, Styled-components

experience

→ Zesty.ai

Team lead & senior software engineer | 2020-present

Leading a team of 6 full-stack software engineers in charge of Zesty.ai's customer-facing applications. Overseeing development of web apps and REST APIs. Focus on performance, robustness, correctness, availability, reusability and scalability. Software design, project management, people management, promotion of good software development practices. TypeScript, Node, Express, React, Python, GCP, K8S, OpenAPI, Postgres.

→ Breathe Life

Team lead & senior software engineer | 2018-2020

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

→ Alvéole

Full-stack developer | 2015-2018

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

Worked on native iOS and Android apps of multiple music festivals. Automation scripting and microservice development. Obj-C, Java, Python, AWS.

→ Ubisoft

Tool developer | 2013

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

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

side projects

* <https://jsonviewer.app>

* <https://tld.observer>

* <https://iris.gs>