

ANTOINE JEANSELME

FULLSTACK ENGINEER - BACKEND & DEVOPS

Paris, France • <https://antoine.sh> • antoine@jeanselme.fr

Experience

FOUNDER & DIRECTOR, SHADOW STUDIO – 2024-2026

<https://shadow-studio.gg>

- Design & deployment of the entire infrastructure (self-hosting, Docker, VMs).
- Development of the backend and public API with Golang and NextJS.
- Engineered the CI/CD pipelines and deployment process.
- Grew to +30 000 unique users. Management of a team of 5.
- Video game development in Java/Kotlin and C++.

TOOLS PROGRAMMER, PARALLEL STUDIO – 2022-2024

- Design and deployment of a complete CI/CD pipeline for 30+ employees (Jenkins, Docker, AWS, Azure, Express, NextJS, Golang).
- Systems administration: built the entire self-hosted infrastructure to support development.
- Development of internal tools and robust backend systems.
- Tools & gameplay development on Unreal Engine (C++) for "Under The Waves" (+2M sales registered).

OPEN-SOURCE PROJECTS – 2014-PRESENT

<https://github.com/antoine-sh>

- Sign-In With Ethereum self-hosted authentication middleware (Fastify).
- Web3 Minecraft plugin integration (Kotlin & NestJS).
- Active contributions to existing projects: Better-auth, Zerobyte, video games mods & addons.

MASTER'S PROJECTS – 2019-2024

- 5 years of weekly projects: websites, applications, mobiles, PC & console games.
- Lead developer on teams of 3 to 15 students.
- Yearly online conferences during a week around video games themes: +4000 attendees, 60 conferences by professionals.
- National & international hackathons.

Skills

BACKEND & API

Golang · NestJS · Fastify · Java / Kotlin · C# · REST · Auth (SIWE, Better-auth)

DEVOPS & INFRASTRUCTURE

Docker & Kubernetes · Argo, Jenkins, Teamcity · AWS, Azure, Auto-hébergement · CI/CD

FRONTEND

React · Astro · NextJS · Tanstack · Tailwind · SASS

SOFT SKILLS

Agile project management · English C1 (TOEFL) · Team management (5 to 15 people) · Autonomy & decision making (founder, open-source projects & contributions)

Education

IIM DIGITAL SCHOOL - PARIS LA DÉFENSE, FRANCE – 2019-2024

Master's Degree in Game Development with a major in systems & tools development.