


~ Antoine Jeanselme

Fullstack Engineer - Backend & DevOps

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🌐 <https://antoine.sh>

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SKILLS

BACKEND & API

- Golang
- Typescript (NestJS & Fastify)
- Java/Kotlin
- C#/Net
- REST & GraphQL
- Auth (SIWE, Better-auth)

DEVOPS & INFRASTRUCTURE

- Docker & Kubernetes
- Argo, Jenkins, Teamcity
- AWS, Azure, Self-hosting
- CI/CD

FRONTEND

- React
- Tanstack
- Astro
- Tailwind
- NextJS
- SASS

SOFT SKILLS

- Agile project management
- English C1 (TOEFL)
- Team work & management
- Autonomy & decision maker (entrepreneurship, open-source projects & contributions)

INTERESTS

ENTREPRENEURSHIP

- Web & mobile apps projects.
- Video game development projects.

SPORT

Tennis - Running - Musculation

EDUCATION

MASTER'S DEGREE

IN VIDEO GAME DEVELOPMENT

IIM Paris La Défense, 2019 - 2024

- Major in systems & tools development
- 2D & 3D Maths, Algorithmics
- Unreal Engine (C++), Unity (C#)
- Agile project management
- Gamification
- QA

SHADOW STUDIO

Founder & Director, 2024 - Present
<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++.

PARALLEL STUDIO

Tools programmer, 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.

Portfolio: <https://antoine.sh>