

# JEREMY GERVAIS

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**Profile:** Full Stack Node.js Web Developer with 3+ years of professional experience designing, building, and managing websites and web applications. Previous experience in industries such as medical research, telecommunications, sales, and hospitality.

## Experience

### FRONTEND DEVELOPER

*LoginID*

02.2021 – PRESENT; Toronto, ON

- Reduced reliance on developers for site content updates to virtually 0% by converting static html marketing website to a SPA/CMS combination that was custom-tailored to the specific needs of the marketing and product team.
- Built various demos and POCs of our core product combined with the technology (APIs) of interested partners that sparked multi-million dollar negotiations.
- Added multi factor authentication such as SMS/email OTP, FIDO2, and short codes (via the use of QR code technology) to an OAuth 2.0 service we had developed.
- Decreased tech debt and security vulnerabilities by following continuous refactoring standards and ensuring the unblocked development and release of new features.
- Integrated CRM tools such as HubSpot and Google Analytics.
- Coordinated and acted as a liaison with every part of the team (i.e. marketing, product, design, legal, infrastructure, and other developers) to ensure all needs, wants, and issues were addressed accurately and efficiently.
- Mocked wireframes and designed high fidelity user flows prior to development of new features.

### FULL STACK DEVELOPER

*Freelance*

03.2020 – 02.2021; Toronto, ON

- Built a parking permit web application that uses a RESTful backend to automate registration and authorization of vehicles for a security company.
- Converted a small business's GoDaddy website to WordPress using the Elementor plugin in order to give owner more power and control over forms, SEO, and branding.
- Designed UI/UX of a travel application for a start up idea.

## Personal Projects

GameShelf: A game catalogue and wishlist web application that uses the IGDB API to search for and reference games. Built using Nuxt on the frontend and Firebase for the backend.

Con: A multiplayer trivia web game. The frontend is built using React while the backend is written in Go and uses Gin. Leverages WebSockets (Socket.IO) to create rooms and handle multiplayer experience.

## Languages

HTML  
CSS/SCSS  
JavaScript/TypeScript  
Golang

## Frameworks/Libraries

React (Gatsby, Next)  
Vue (Nuxt)  
Lit Element  
Material UI  
Tailwind  
Bootstrap  
Redux  
Vuex  
jQuery  
ThreeJS  
GSAP  
Jest (Vue Test Utils)  
Mocha/Chai/Sinon  
Express  
Gin

## Databases

MySQL  
PostgreSQL  
MongoDB  
Firebase

## CMS

WordPress  
Strapi  
Contentful

## Design

Figma  
Adobe (PS, AI, XD)

## EDUCATION

B.A. of Psychology  
York University  
Completed 2017

Last Updated: 03.23.2023