Jonathan Verrecchia

Full-Stack React & Web Game Developer

You can reach me at hello@v1v2.io, on Twitter, or Bluesky.

Here are the tools I have the most experience with:

- Front-End: React (9 years), Next.js, React Query, Zustand, Tailwind, Radix UI.
- Back-End: Node.js, Bun, WebSockets, tRPC, GraphQL, Prisma, PostgreSQL.
- Tooling: TypeScript, ESLint, Prettier, Biome, monorepos, Docker, VPS, Vercel.
- **3D / Gamedev**: Three.js, React Three Fiber, ECS, cross-platform web games.

Experience



2025

I created a 3D MMORPG using React Three Fiber, Three.js, Next.js, WebGPU, and Bun.



Front-End Consulting for Paper

Remote • 11/2024 to 02/2025

I implemented features for Paper, an upcoming design tool, using React and Tailwind.

Front-End Consulting for <u>Jamango</u>

Remote • 01/2024 to 07/2024

I built the new website and UI of Jamango, a user-generated content browser game for desktop and mobile using React, Tailwind, and Zustand.

Web Game Development Year

2023

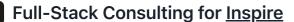
I gave myself 1 year to explore and promote JavaScript game development. I created:

- WebGameDev.com: a website, newsletter, and community of 2200 members.
- **WebGamer.io**: a portal of curated web games (35.000 visitors/month).
- Mini Mana: a 3D multiplayer game built with Three.js, React, and uWebSockets.
- A PolyDraw: an app to edit polygons built with React, Chakra UI, and Zustand.

Front-End Consulting for 3dverse

Remote • 04/2023

3dverse is a Montreal-based platform for 3D development. I built a new administration dashboard using React, Next.js, TypeScript, React Query, and Chakra UI.



Remote • 05/2021 to 02/2023

Inspire is an organization of career counseling. I developed the new version of Inspire using React, Next.js, TypeScript, React Query, GraphQL, Chakra UI, and MongoDB.

Full-Stack Consulting for Alcopa

Remote • From 01/2016 to 03/2020

I built full-stack apps for Alcopa Auction, a car auction company, including apps for users to participate in real-time physical sales streamed from auction rooms. I used React, Redux, Material UI, Storybook, Apollo, GraphQL, and Socket.io.

Front-End Engineer at Yelp

San Francisco & Remote • 02/2012 to 03/2015

I developed features for Yelp, serving more than <u>90 million</u> monthly visitors, focusing on creating a robust CSS codebase. I was part of developer relations and recruiting and brought <u>SFHTML5</u> to Yelp. We used SASS, OOCSS, JavaScript, and Python.

(\equiv) Web Developer Intern at <u>SFEIR</u>

Paris • 02/2011 to 08-2011

I developed HTML5, GWT, Google App Engine, and Android apps at the Innovation Department of SFEIR. We won a French Google Chrome HTML5 app contest with one of the first webbased music players for Chrome.

G Full-Stack Developer at GIMNY

Paris • 02/2009 to 09-2010

During my studies, I co-founded, developed, and launched a series of entertainment social networks built on a PHP stack with Zend Framework and iQuery.

Highlights

JS JavaScript Stack from Scratch

2017

<u>JavaScript Stack from Scratch</u> is my tutorial about setting up a JavaScript and React stack with Redux, Webpack, ESLint, Jest, and more. It reached 20.000 GitHub stars.

፱ Initializr 2011

<u>Initializr</u> was my tool to create HTML5 projects. It was the official custom build tool of <u>HTML5</u> <u>Boilerplate</u>. It reached 4 million visitors and 2500 GitHub stars.



I co-wrote a book about HTML5 foreworded by Paul Irish from Google Chrome. I also wrote a guest chapter for another book and an article for Web Design Magazine.

Public speaking

I gave talks at SFHTML5, UIUC, Google Developer Group, Paris Web Components, Sfeir'Plays, Best of Web 2017, JS Star, and several presentations at Yelp and Sfeir.

Education and Languages

I have a Master's in Computer Science from EPITA. I was a student representative, won an Android contest with the <u>University of Dublin</u>, and organized the <u>Open Source Day</u>.

I speak and write | French natively and | English fluently.