Jean-Michel Gambard

FRONT-END SOFTWARE ENGINEER

jmichel.gambard@gmail.com

https://jgambard.dev
https://github.com/Tripouille
https://frontendmasters.com/u/jgambard/
https://linkedin.com/in/jgambard

Profile

Senior Front-end Engineer with **7 years of experience** in the React ecosystem, shipping scalable code for high-growth scale-ups.
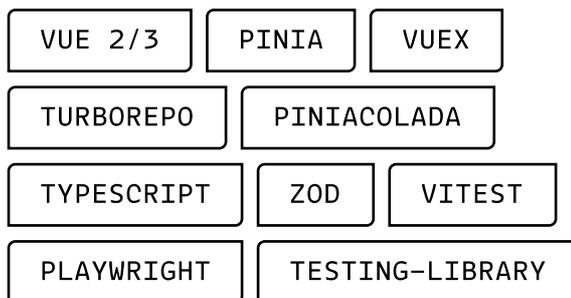
I build robust applications using **strict TypeScript and pragmatic testing strategies** focused on behavior over implementation.

Beyond the code, I drive engineering excellence by architecting clean solutions and **mentoring teams on industry best practices**.

Experience

Front-end Engineer

FABRIQ 2024 — NOW

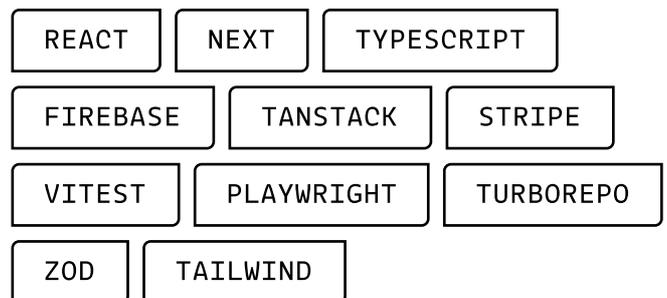| VUE 2/3 | PINIA | VUEX |
TURBOREPO	PINIACOLADA	
TYPESCRIPT	ZOD	VITEST
PLAYWRIGHT	TESTING-LIBRARY	

Migration & Architecture: Facilitated a seamless migration from Vue 2 to Vue 3, modernizing the codebase and improving performance.

Testing & Quality: Elevated code reliability by implementing Playwright for end-to-end testing and enforcing strict TypeScript standards.

Design System: Enhanced the internal Design System to improve developer experience and ensure interface consistency across the application.

Front-end Engineer

AU COIN DU FRUIT 2024

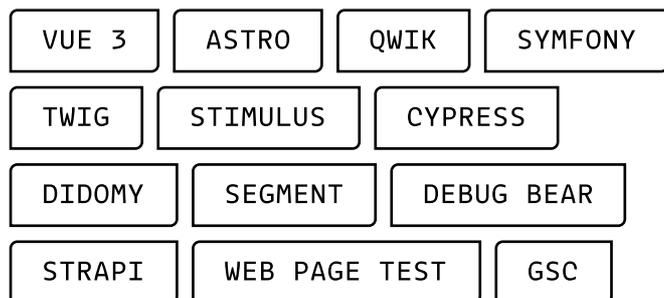| REACT | NEXT | TYPESCRIPT |
FIREBASE	TANSTACK	STRIPE
VITEST	PLAYWRIGHT	TURBOREPO
ZOD	TAILWIND	

E-commerce & Payments: Built a performant storefront with Next.js, integrating Stripe for seamless transactions.

Custom CMS: Developed a bespoke Content Management System to write SEO-optimized blog articles and boost organic reach.

Product Traceability: Designed a complex tracking system to monitor tree lifecycles and maintain a detailed sales history for enhanced operational oversight.

Front-end Engineer

WAMIZ 2023

VUE 3 | ASTRO | QWIK | SYMFONY

TWIG | STIMULUS | CYPRESS

DIDOMY | SEGMENT | DEBUG BEAR
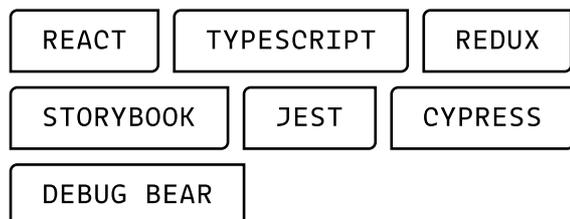
STRAPI | WEB PAGE TEST | GSC

Performance & SEO: Successfully optimized Web Core Vitals to meet SEO requirements, conducting in-depth audits and implementing strategic fixes using DebugBear and Web Page Test.

R&D & Architecture: Spearheaded the frontend exploratory phase for new projects, developing multiple Proof of Concepts (POCs) with modern frameworks like Astro and Qwik to validate technological feasibility.

Quality Assurance: Expanded the existing Cypress test suite by writing comprehensive end-to-end tests for newly developed features, ensuring regression-free deployments.

Front-end Engineer

MANSA 2022 - 2023

REACT | NEXT | TYPESCRIPT

RADIX UI | CHAKRA UI | JEST

CYPRESS | REACT QUERY | ZOD

STRAPI

Architecture & Scalability: Re-architected the frontend codebase using Feature-Sliced Design (FSD) and Domain-Driven Design (DDD) principles to improve modularity and long-term maintainability.

Quality & Standards: Championed Test-Driven Development (TDD) practices, utilizing Jest and Cypress alongside Zod for strict data validation to ensure robust feature delivery.

UI Consistency: Streamlined the user interface development by leveraging Radix UI and Chakra UI, ensuring a cohesive design system aligned with project goals.

Front-end Engineer

LUMAPPS 2021 - 2022

REACT | TYPESCRIPT | REDUX

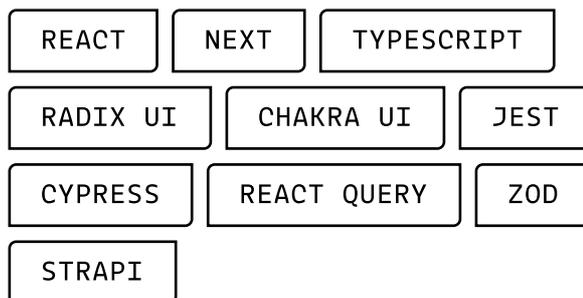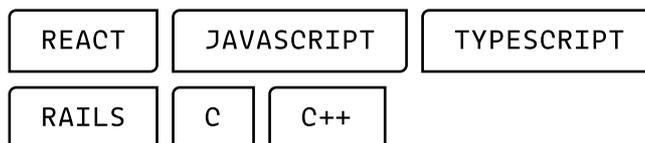STORYBOOK | JEST | CYPRESS

DEBUG BEAR

Large-Scale Collaboration: Thrived in a high-performance engineering department of 50+ developers, adopting advanced workflows and rigorous coding standards inspired by top-tier tech companies.

Component & State Management: Developed and maintained scalable frontend features using React and Redux, enforcing strict typing with TypeScript to ensure codebase stability.

Quality & Documentation: Contributed to the UI consistency by documenting reusable components in Storybook and ensuring reliability through comprehensive testing with Jest and Cypress.

Software Engineer

42 LYON 2019 - 2021

REACT | JAVASCRIPT | TYPESCRIPT

RAILS | C | C++

Full-Stack Architecture: Architected a real-time multiplayer Pong platform using React and Ruby on Rails, managing live interactions via WebSockets.

Systems Programming: Engineered a high-performance HTTP server compliant with RFC standards in C++ and a custom Unix Shell in C, mastering low-level memory management and network protocols.

Algorithms & Graphics: Developed a 3D rendering engine using raycasting mathematics, optimizing code for performance without relying on external game engines.