

Jeancarlos Perez

🏠 Miami, FL

📞 +1 786-521-3511

✉️ Jean@JPDesign.tech

📁 Portfolio: <https://JPDesign.tech>

SKILLS

Software Abilities

- Angular
- C / C++
- C#
- CSS / Tailwind
- Firebase
- Git
- Go Lang
- GraphQL
- FFMPEG
- Java
- JavaScript
- MongoDB
- NestJS
- NextJS
- NodeJS
- Python
- React & Redux
- RxJS
- TypeScript
- TensorFlow

Technologies

- Stripe SDK
- BitMovin SDK
- WebRTC
- Grafana
- Media Stream and Capture APIs
- Dolby SDK
- Daily SDK
- Dropbox SDK
- HLS, DASH
- Media Recording API
- Temporal
- GStreamer
- Zapier API

IDEs & AI Tools

- AWS
- Atlassian
- Atom
- Amplitude
- AutoCAD
- Bitbucket
- BigQuery
- Cursor
- Claude Code
- Graphite
- Docker
- Eclipse
- Grafana
- Github
- GoLand
- GCP
- Honeycomb
- IntelliJ IDEA
- Jenkins
- Jira
- Kubernetes
- Kali Linux
- MATLAB
- Multisim
- MySQL
- Notion
- Linear
- PhpStorm
- PyCharm
- Postman
- Qt 5 Creator
- iTerm2
- VSCode
- Vim
- WebStorm
- WireShark

LANGUAGES

English
Spanish



[linkedin.com/in/jeancarlosp/](https://www.linkedin.com/in/jeancarlosp/)

EDUCATION:

Master of Science in Computer Engineering

University of Central Florida, Orlando FL

Areas of Focus: Large Scale Hardware Systems, Machine Learning, and Neural Networks

Bachelor of Science in Computer Engineering

Florida International University, Miami FL

Areas of Focus: Computer Architecture, Microprocessor Design, and Embedded Systems.

EMPLOYMENT HISTORY:

Descript: Full-Time

Miami, FL

Staff Software Engineer – Media Team

June 2025 – Present

- Specializing in media pipeline engineering, building and maintaining systems for encoding, decoding, and transformation using FFmpeg and libav.
- Designed and deployed a file repair feature set to detect, analyze, and fix corrupted or incomplete media uploads, significantly improving internal support response times.
- Optimizing media processing reliability and performance across distributed environments, supporting both web and desktop workflows.
- Collaborating with cross-functional teams to integrate low-level media operations into higher-level recording, editing, and export features.
- Designed and deployed a Company MCP server to allow enterprise customers to utilize Descript's feature sets with any AI Agent.
- Utilizing tools such as Grafana, Honeycomb, and Amplitude for in-depth performance monitoring, telemetry, and user behavior analysis.
- Concentrating on HLS Playlists, WebRTC, and browser-based Media Capture and Streaming APIs.

Staff Software Engineer – Recorder Team

June 2023 – June 2025

- Served as an expert in advanced programming with TypeScript, Angular, RxJs, React, Redux, Redux Sagas, NodeJS, Temporal.io, and GCP for software development and enhancement.
- Independently managed the integration and improvement of an acquired company's software, addressing critical customer issues during the migration process.
- Specialized in WebRTC, browser-based Media Capture and Streaming APIs, with proficiency in FFmpeg for media manipulation and recording streams across desktop and web.
- Managed GitHub codebases, promoted collaborative development and adherence to version control practices, and used Linear for streamlined product development and task management, enhancing team workflow transparency.
- Leveraged Grafana, Amplitude, and Honeycomb for comprehensive monitoring, user behavior analysis, and system observability, informing product enhancements and facilitating performance troubleshooting.
- Provided Brown Bags and Training on AI Tools like Cursor and Claude Code to educate team members and other engineers better.

SquadCast.fm: Full-Time

Orlando, FL

Staff Software Engineer

Nov 2022 – June 2023

- Engineered client and server-side software with Angular, Firebase, NodeJS, and NestJS.
- Successfully led the company to acquisition by strategically steering product development and team performance, then played a pivotal role in integrating processes and technology with the acquiring entity.
- Mentored engineers with hands-on collaboration; managed SDLC using Atlassian suite.
- Directed product development with Scrum; led Sprint Planning, Retrospectives, and Testing.
- Analyzed updates and feedback via BigQuery; employed Data Analytics for product insights.
- Implemented Cloud solutions on GCP and applying System Design Patterns, including serverless architecture and workload management tools.
- Managed dynamic and static data storage with Firestore and Google Cloud Storage.

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SquadCast.fm: Full-Time

Orlando, FL

Founding Senior Software Engineer

Nov 2020 – Nov 2022

- Utilized Angular and Ionic for front-end; NestJS, NodeJS, Express, Firebase, GCP, and Kubernetes for back-end.
- Joined as the Founding Engineer and built up the SaaS product from the ground up. Including hiring, managing, and mentoring several software engineers during the growth phase of the company.
- Managed release planning and future feature support; supervised an engineering team.
- Led team growth and productivity; provided problem-solving strategies throughout development cycles and product releases.
- Explored and integrated several SDKs and created a company public API for customers using RESTful, Google Cloud Tasks, and NestJS.
- Introduced and initiated a CI/CD with Bitbucket Pipelines, Docker, Kubernetes, and Google Cloud App Engine.
- Expertly implemented MediaStream and Capture APIs alongside WebRTC for real-time communication capabilities; integrated FFMPEG and GStreamer for media processing, enhancing product functionality and user experience.

Bandit Gym: Consulting

Miami, FL

Lead Full Stack Software Engineer

June 2020 – Dec 2020

- Engineered a SPA using the MongoDB, ExpressJS, React, NodeJS; unifying the mobile and web platforms.
- Utilized GraphQL to design and implement efficient APIs, enhancing data retrieval capabilities and optimizing client-server interactions for improved application performance.
- Spearheaded user experience enhancement for the startup's fitness app, transitioning from Cordova to React Native.
- Established a Scrum framework to expedite project completion, utilizing GitHub Projects for issue tracking and sprint management.
- Implemented Firebase for user data storage, authentication, and workout data capture in Firestore.

Northrop Grumman: Full-Time

Orlando, FL

Full-Stack Engineer II: WSTARS

March 2018 – October 2020

- Built and maintained full-stack applications across multiple defense/satcom programs using JavaScript, Node.js, GraphQL, Java, Spring, C++, and Qt5.
- Led development in Agile/Scrum environments, owning sprint execution and task planning while driving delivery across cross-functional teams.
- Mentored engineers on GraphQL with Java backends, improving query design, implementation patterns, and team adoption.
- Developed internal web-based GUI tool suites using AngularJS, Bootstrap, HTML, and C++ (CivetWeb) to improve program tooling and operational support.
- Implemented interactive mapping features with Leaflet.js and delivered reliable UX for mission workflows and internal user needs.
- Strengthened quality and test coverage by building Google Test frameworks, integrating Jenkins automation, and maintaining standards via SonarQube-Scanner.
- Designed and supported pipeline components in RedHat environments and managed engineering workflows with Git/Gradle and the Atlassian suite (Jira, Confluence, Bitbucket/Stash, Crowd).

L3 Harris Technologies: Full-Time

Melbourne, FL

Systems Integration and Test Engineer: FAA CSS-Wx

May 2016 – Feb 2018

- Secured FAA Public Trust clearance and contributed to the CSS-Wx Program on Linux servers using virtual machines, TeraTerm, and Xming.
- Leveraged JIRA, Bitbucket, and Confluence for task tracking and testing completion, developed automation scripts and unit tests in Java, Groovy, and C++.
- Utilized Jenkins and Selenium for automation testing, ensuring script robustness and quality control.
- Validated NEXRAD Weather Simulator and server installations; automated the TWDR Simulator updates in the CSS-Wx system test environment.
- Developed internal tooling to streamline requirement testing and customer demonstrations using Java and Spring.
- Excelled in a Scrum and Agile setting, effectively managing tasks, meeting deadlines, and coordinating teamwork.

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SkyPatrol LLC: *Full-Time*

Miami, FL

Hardware Engineer

Aug 2015 – May 2016

- Engineered and executed Python scripts for advanced GPS systems, focusing on data acquisition and route optimization for various applications including fleet management, vehicle dealership tracking, and security for personal assets, ensuring high precision and reliability in real-time geolocation services.
- Innovated two proprietary software tools designed to facilitate secure and efficient access to configuration files and firmware within GPS devices, streamlining the update and maintenance processes, and significantly reducing manual effort.
- Employed QT5 for crafting intuitive user interfaces for a GPS programming tool, complemented by a robust backend developed in Python and Django.

PERSONAL SaaS PRODUCTS:

D3Designs *(Closed Beta)*

March 2024 - Now

“Create Your Next D&D Campaigns in Seconds”

<https://d3designs.io>

- Building a Web & Desktop App that provides an AI-assisted D&D 5e campaign manager that generates D&D assets, Campaigns, and hosts live sessions while also generating with 2D avatars and 3D models for D&D users' needs.
- Implemented text-to-character workflows, 3D model creation, and STL (miniatures) for 3D printing using Trigger.dev for long-running background tasks and Replicate as a third-party AI Model host.
- Utilizes Supabase, React, Zustand, and tRPC to build a Live Collaboration feature for live sessions, where customers can host D&D Sessions and interact with each other in real-time.
- Set up as a “micro-SaaS” with Stripe for payment processing, Sentry for Tracing, Metrics, and Spans, and Vercel for domains and deployments.
- Serving currently around ~30 MAU through a personalized closed-beta, capturing feedback with a Discord Bot through Cloud Run for Ticket Management, Refunds, and Support.

Tech Stack: Next.js, React, TypeScript, Three.js, Supabase, OpenAI, Drizzle, tRPC, Tailwind, Electron, Vercel, Sentry.

BeemMeUp *(Closed Alpha)*

Oct 2025 - Now

“Master Video Processing while Learning FFmpeg & More!”

<https://beemmeup.io>

- Developing an interactive learning and tooling platform for FFmpeg/FFprobe: command building, media analysis, HLS playlist generation, and batch processing.
- Designing corruption detection + repair workflows, reusable template libraries, and API-driven automation for media pipelines.
- Built an HLS Playlist Viewer to help users quickly trace and visualize HLS playlists from different video files.
- Hosted with Cloud Run, Google Transcode API, and GCS to allow media storage, and using Supabase and Redis for quick memory searches and media navigation.
- Built an Electron version to save costs by running FFmpeg on the user's local machine instead of Google's Transcode API for better cost-effectiveness and storage savings.

Tech Stack: Next.js, React, TypeScript, FFmpeg, Redis, GCP, Supabase, Drizzle, tRPC, Tailwind, Vercel, Electron, Sentry.