

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

 **Mana Blade** 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 Jamango** 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.
-  **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.

Full-Stack Consulting for Inspire

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 Alcoba

Remote • From 01/2016 to 03/2020

I built full-stack apps for Alcoba 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 90 million monthly visitors, focusing on creating a robust CSS codebase. I was part of developer relations and recruiting and brought SFHTML5 to Yelp. We used SASS, OOCSS, JavaScript, and Python.

Web Developer Intern at SFEIR

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 web-based music players for Chrome.

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 jQuery.

Highlights

JavaScript Stack from Scratch

2017

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

Initializr

2011

Initializr was my tool to create HTML5 projects. It was the official custom build tool of HTML5 Boilerplate. 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 University of Dublin, and organized the Open Source Day.

I speak and write  French natively and  English fluently.