FEDLY GUERRIER

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SUMMARY

Engineer with 8+ years across software development, database administration, and cloud infrastructure for businesses in the legal, medical, and construction sectors. Deepest in SQL and data automation: stored procedure design and debugging, data repair at scale, and replacing manual processes with scheduled jobs. Full-stack development in JavaScript, Python, and C#, with hands-on Azure and Microsoft 365 administration. CAPM certified.

SKILLS

Automation experience in Windows Server Update Services, VisualCron, and scripts (batch and PowerShell).

Programming experience in JavaScript, PHP, React/NextJS, SQL in MySQL and PostgreSQL, Lua, VueJS, Python, ORMs, and HTML/CSS/Bootstrap.

Project management experience in Agile, Lean, and Kanban environments. Tools experience with Jira, Git, Asana, and Trello.

Azure and AWS experience. Including but not limited to Azure DevOps Pipelines, device and tenant management, custom yaml and docker for Linux app deployment.

EXPERIENCE

CUSTOMER SUPPORT ENGINEER & SYSTEMS ENGINEER / ASSEMBLY SOFTWARE, LLC

July 2023 – Current

- Resolved escalated issues across the application, database, and integration layers for firms on all three products.
- Diagnosed and documented software defects with Product and Engineering to establish root cause and verify fixes.
- Coordinated across Product, Professional Services, Engineering, and Development to triage issues and prioritize fixes.
- Delivered internal and customer-facing technical training.
- Onboard new law firms to Neos, configuration, resolving data and workflow problems during migration.
- Use AI tooling such as Claude to investigate data and tooling defects and automate internal processes.

JUNIOR DEVELOPER / IT ASSIST TEAM

July 2018 – July 2023

- Built client applications in JavaScript, PHP, Vue.js, and C# over SQL back ends, including a law firm intake system, and served as lead QA tester.
- Head of the MSP department and lead R&D for the Azure practice, serving two dozen legal, medical, and construction businesses.
- Built VisualCron automation that ingested, scrubbed, and matched police, insurance, and medical data from three sources and exported investigation reports, replacing a manual process.
- Administered Azure and Microsoft 365 tenants (Conditional Access, GDAP, Intune, Azure AD Connect, Autopilot, app registration) and migrated a client intake application and database to Azure.

TEAM LEAD / APPLE

January 2017 – March 2018

- Managing and assisting Apple's technical support team.

EDUCATION

UNDERGRADUATE STUDIES / 2015 - 2017

- University of Central Florida
- Associate Degree at Saint Johns River State College

CERTIFICATION

- Google IT Support Professional Certificate - 2020
- Geographic Information Systems Specialization - 2021
- Certified Associate in Project Management - 2024 to 2027

PROJECTS

WORK PROJECTS

My Donors | Mydonors.info | VueJS, SQL

My Donors is IT Assist Team's website focused on logging donations and volunteer work for non-profits. I worked with a small team during its early iterations. I worked on front-end, API, and third-party integration. As the project progressed, my focus shifted to QA testing.

Intake App | JavaScript, SQL

Application for a trucking law firm to replace their outdated intake system. Worked on front-end, API, and QA testing. A simple site in comparison to other works.

Pulse App | C#, SQL

Application for an insurance subrogation company. My early involvement was QA testing, and report building via Power BI. My duties shifted to database management, data entry, and automation.

PERSONAL PROJECTS

Zerosystem | zerosystem.net | JavaScript, MySQL, VueJS

Github: Pending

Networking site for developers, authors, artists, and content creators. Built in VueJS and utilizes a SQL database for the custom wiki page. Test build pending version two.

Lost Humanity | losthumanity.net | React, PostgreSQL, Azure, AWS

Github: https://github.com/Lost-Humanity/losthumanityapp

Lost Humanity is the manifestation of my creativity. It is not one thing, it is a string of ideas shaped into many forms of content. Lost Humanity is built to both support others as well as showcase my work. The work will be ever-changing and never finished but this should provide a glimpse into my personal investment in the tools and trade you're looking to evaluate.

Lost Humanity the Game | losthumanity.net | Godot, C#

This will be a 2D video game version of the Lost Humanity tabletop roleplaying game that has a single player version and multiplayer version that sync actions and game state between a handful of players with the storyteller given full control. It primarily runs on the desktop but a mobile and browser lite version are also planned.

Fedly G | fedlyxg.com | React

Github: https://github.com/Lost-Humanity/fedlyxg

Autobiography and portfolio. All iterations of my name should redirect to this portfolio.

Game Scripting | Lua

Hosting private server games with heavy scripting in Lua.