Eric Gebus

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Full Stack Engineer | Former QA Manager | Creative Technologist

Resume Summary

Full Stack Engineer with a background as a QA leader, exhibition designer, and creative technologist. I've built apps from scratch using React and Node.js, led QA teams for games and virtual production, and love transforming complex systems into seamless user experiences. I bridge creativity and technology to build products that are engaging and reliable.

Tech Stack

- Languages & Frameworks: JavaScript, TypeScript, React, Next.js, Node.js, Express, SQL, MongoDB
- Dev Tools: Git, Bitbucket, Sourcetree, Vitest, Jest, Vercel, Perforce, SVN, Jira
- Dev Practices & Styling: Vite, Tailwind CSS, Agile, Scrum, Documentation, Cross-functional Collaboration

Work Experience

2025 – present

Full Stack Engineer, PinPoint, London

Real-time travel companion app showing local events, restaurants, and weather based on user location.
- Built the frontend in React, Vite, TypeScript, Tailwind CSS, handling data flows and backend integration.
- Developed the weather component, integrated APIs (OpenMeteo, Overpass, Ticketmaster) and managed interactive maps with Leaflet.js and MapTiler.
- Integrated testing with Vitest.

Jan 2023 – Nov 2024

QA Manager, DNEG/Dimension, London

- Built and scaled QA for Virtual Production, creating workflows and tools from scratch.
- Developed automation scripts with DevOps, deepening coding skills.
- Implemented Jira systems and technical documentation for cross-team use.
- Led performance and compliance testing for film and TV projects.
- Managed version control systems (Perforce, SVN) in collaborative environments.
- Expanded technical skills, preparing for transition into software engineering.

Oct 2021 – Dec 2022

QA Manager, Kuato Studios, London

- Led QA for cross-platform games (iOS, Android, Oculus, Nintendo Switch).
- Managed builds in Unity, Xcode; handled versioning with Perforce and SVN.
- Supported live products and coordinated with Marketing.
- Oversaw outsourcing partners and ensured quality standards.

Earlier QA roles at Kuato Studios, Testronic, and Sega (2017-2021) are available on Linkedin.

Education

2025	Software Engineering, Codeworks, London, UK
2014	MSc Museology, Sciences, Cultures, and Societies, MNHN, Paris, France
2012	BSc Science Communication, Université Paris VII, Paris, France
2011	Associate's degree in Biological Engineering, Université de Strasbourg, France

Languages: French (native), English (fluent), Spanish (elementary)