

JEAN-SEBASTIEN RATEAU He/Him

New York, 10038 | jeansebastien.rateau@pace.edu | (732) 430-5659 | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

EDUCATION

Pace University, Seidenberg School of Computer Science and Information Systems
B.S. in Computer Science | **Concentration:** Software Engineering | **GPA: 3.38**

New York, NY
May, 2026

TECHNICAL SKILLS

Programming Languages: Python, TypeScript, JavaScript, Kotlin, Java, R

Frameworks & Libraries: React, FastAPI, Flask, OpenCV

Software / Tools: Figma, Firebase, AWS S3, DynamoDB, VS Code, WebStorm, Android Studio

PROFESSIONAL EXPERIENCE

Pace University Learning Commons

New York, NY

Peer Tutor (Math & Computer Science)

July 2025 – Present

- Tutor students in mathematics and computer science, including advanced Python, helping them improve problem-solving strategies and strengthen course performance.
- Lead one-on-one sessions using a structured 12-step tutoring framework to diagnose learning gaps, break down complex topics, and build student confidence.
- Track session notes and learning outcomes to support student progress and maintain consistency across the tutoring program.

WeBloom Educational App Prototype

Remote

Full-Stack Software Engineer Intern

May 2025 – September 2025

- Designed and developed an interactive financial-literacy app for children ages 10-12, defining user personas, lesson objectives, and full learning flows.
- Created wireframes and high-fidelity UI in Figma, then built the prototype in React.js with smooth transitions, interactive modules, and Lottie animations.
- Coordinated with freelance designers and animators on character design, visual style, and animation pacing to support presentation-ready product demos.

Freelance UI/UX Designer — [Fiverr](#)

Remote

UI/UX Designer

May 2024 – Present

- Designed user interfaces and user flows for multiple client projects, including a 20-screen word-search game, a vehicle rental website, and a workout app redesign.
- Delivered polished mobile and web designs tailored to client goals, balancing usability, visual clarity, and fast iteration.
- Maintained a 5-star client rating through clear communication, quick turnaround times, and close attention to project requirements.

AMARD&V (Artists Mentoring Against Racism Drugs & Violence)

New Brunswick, NJ

Fellow, Program Mentor and Counselor

June 2024 – August 2024

- Mentored youth ages 10-16 through arts-based programming focused on creativity, confidence, and community engagement.
- Facilitated workshops and discussions addressing racism, violence, substance abuse, and social-emotional health in underserved communities.
- Collaborated with educators and staff to help students build resilience, leadership, and conflict-resolution skills.

PERSONAL PROJECTS

Secure Identity Verification App Development [GitHub](#)

November 2024

- Built a facial verification system using Python, FastAPI, and OpenCV to compare ID images with selfies for secure identity validation.
- Designed an Android interface in Figma and XML, integrated Retrofit-based API communication, and added Firebase email and phone authentication.

Scaled Twitter Clone | Internet and Distributed Computing [GitHub](#)

May 2024

- Developed a social media web app with Flask and HTML/CSS, hosted in PythonAnywhere with AWS S3 and DynamoDB.
- Implemented signup/login, dynamic feeds, profile photo uploads, and threaded replies across users, posts, and comments.