

Jean-Jacques Akpakoun

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Software Engineer | Backend, Performance and AI Infrastructure

Software engineer and M.S. in Artificial Intelligence student with production experience building and optimizing enterprise applications across .NET, React, SQL, Redis and AWS. Reduced average page-load time 65% and improved a critical backend path approximately 6x on a platform serving a 750K+ participant workload.

EXPERIENCE

Gallup, Inc., Full-Stack Software Engineer

May 2024 - May 2025

- Designed and implemented a two-tier Redis caching system for client, survey and configuration data, reducing average page-load time by 65% (2.0s to 0.7s).
- Eliminated backend query timeouts and cut execution time approximately 6x (60+ seconds to about 10) through SQL tuning, indexing and event batching in a .NET service architecture.
- Supported a 750K+ participant survey workload under peak load.
- Built customer-facing React and TypeScript components across backend, frontend and data concerns in production enterprise systems.

American National Bank, Software Developer

Jun 2022 - May 2024

- Built a role-aware real-estate valuation platform with image workflows and aggregate analytics, reducing appraisal time-to-approval by 60%.
- Developed secure ETL pipelines feeding loan and approval data into Power BI, with access controls and audit-oriented logging.
- Led demos and iterative stakeholder feedback sessions that contributed to a documented 45% increase in tool adoption.

University of Nebraska at Omaha - AI-CCORE, AI Agent Systems Developer

Mar 2026 - Present

- Contributed to a configurable no-code AI-agent platform and built its infrastructure: persistence, artifacts, workflow recovery, containerized services behind TLS.
- Operated the platform for Next-Gen Studio 2026, carrying student teams from first concept to deployed application.
- Taught and mentored the teams on feasibility, architecture and staged delivery; led debugging before a public showcase of nine student applications.

SELECTED PROJECT

Pokemon Showdown | Sequential Decision Modeling Platform

2025 - Present

- Extended the open-source Pokemon Showdown engine into a controlled experimentation environment for partially observable sequential decision-making.
- Built deterministic data and training pipelines from raw battle logs to model checkpoints, over approximately 200K battle turns, enabling reproducible experiments and held-out evaluation.

TECHNICAL SKILLS

- **Programming:** Python, SQL, C#, JavaScript, TypeScript, HTML, CSS
- **Frameworks:** ASP.NET, React, Node.js, Keras, TensorFlow, Retool
- **Data & Cloud:** AWS (EC2, Lambda, SQS, SNS, Step Functions), Docker, Kubernetes, Redis, PostgreSQL, MySQL, DynamoDB, Power BI

EDUCATION

M.S. in Artificial Intelligence, GPA 4.000, University of Nebraska at Omaha

In progress, expected Dec 2027

B.S. in Computer Science, GPA 3.907, University of Nebraska at Omaha

Aug 2021 - May 2024

- Summa Cum Laude; Dean's List every semester.