



JEAN-CHRISTOPHE MEHR

Web3 & AI Developer

CONTACT

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📍 Bayonne, France

SKILLS

- AI agents
- Data privacy
- Product Designer
- DevOps
- Data engineering
- Onchain games
- Cairo & Rust
- TypeScript & React

EDUCATION

2015

ENGINEERING DEGREE, COMPUTER SCIENCE

Université de Technologie de
Compiègne

2014

EXCHANGE SEMESTER, DATA MINING

Tampere University of Technology

2012

DUT INFORMATIQUE

IUT Paris Descartes

LANGUAGES

French native

English fluent

Spanish conversational

Data engineer for ten years, Web3 and AI developer since 2022. At zKorp I build onchain games, AI agents and data pipelines.

EXPERIENCE

SINCE 2025

WEB3 & AI DEVELOPER — ZKORP

Software studio, 15+ products in production.

- Cage Calls, a free-to-play mobile app for Armored MMA (AMMA) with prediction markets and NFTs to win, built for Medieval Tech.
- Hydra, a platform where AI agents play games, trade and stream live.
- The onchain games zKube v2 (and its Solana version), Zordle and Loot Adventurer, plus VEGA, the trading agent that won the GMX competition.

SINCE 2025

FULLSTACK WEB3 DEVELOPER — REALMS STUDIO

Core contributor to the Eternum and Blitz games, with the BibliothecaDAO team.

- Gameplay, interface and game design with the core team.
- Continuous delivery on the live game since October 2025.

2024 TO 2025

DATA CONSULTANT — GENERALI

Tech lead on the integration of La Médicale's data into Generali's data infrastructure.

- Mapping of La Médicale's data sources and the pipelines to load them into the group's systems.
- Project planning and coordination with business and IT teams.

AWARDS

2026

DOJO GAME JAM VIII

Winner with Athanor

2025

GMX AI AGENT TRADING COMPETITION

Winner with VEGA

OPEN SOURCE

270+ merged pull requests since
late 2025, across BibliothecaDAO,
z-korp, Medieval Tech and
Cartridge repositories.

EXPERIENCE *(continued)*

2020 TO 2024

ANONYMIZATION CONSULTANT — MALAKOFF HUMANIS

Led the GDPR anonymization program, from scoping to production.

- Scoping, software selection with vendors and definition of the service offer.
- Anonymization playbook, data classification and mapping with IT and the DPO.
- Operating model and deployment approach, requirements and specifications with business teams.
- Anonymization in production with IBM OPTIM.

2018 TO 2020

DATA TEAM LEAD — MALAKOFF MÉDÉRIC

Technical lead of the ETL team, in charge of delivery and the team's workload.

- Project management, from business workshops and specifications to delivery on time and on budget.
- New data warehouse centralising delegated-management data.
- Development standards for the team, test coordination with technical and business testers.
- Regulatory changes on interfaces and production support on business applications.

2015 TO 2018

BI CONSULTANT — BIC

Managed the ETL team behind the data flows between BIC's plants and warehouses worldwide.

- Interfaces between the group's ERPs (JDE, SAP), ETL and reporting applications in production.
- Rolled out a common data model across international plants and warehouses, from specifications with the business to UAT.
- Coordinated an offshore development and test team, then supported users after go-live.

PROJECTS

ATHANOR

Potion-crafting game, fully onchain
on Starknet.

github.com/djizus/athanor

HYDRA

Platform where AI agents play, trade
and stream live.

VEGA

Autonomous trading agent for GMX
perps.

github.com/djizus/agent-gmx

X402-CASINO

AI agents playing poker and paying
each other onchain.

github.com/djizus/x402-casino