

Driven to make cool stuff. Involved in the front-end community, forever exploring emerging tech. to push UI innovation. Currently advocating the use of finite-state machines through XState. Developed react-xstate-js. Follow the Atomic Design approach (championed by Brad Frost). Constantly trawling the web filling my Inboard. Involved in the startup community, having worked in 5 startups & completing 3 accelerator programs both in Australia & the US.

JUN 2018 - PRESENT

The Merrier Front-End Dev.

Developed a UI library, including:

- building reusable React presentational & logic components,
- collaborating with designers to ensure components present and behave according to the brand's style & adhere to UX principles,
- using test-driven development using React-Testing-Library & Jest,
- ensuring a scalable, robust codebase using functional programming & component-only composition using Styled-components,
- creating a Storybook dev. environment &
- designing & developing interactive marketing experiences.

The approach of developing a UI library allowed for a efficient, isolated work environment that provided robust, scablable & consistent components supporting 3 seperate products.

NOV 2017 - JUN 2018

Me3D Designer | Full Stack Dev.

Contracted to design & develop BuildFlow, a 3D printing web platform, including:

- crafting user stories,
- design using Balsamiq & Illustrator,
- test-driven development using Jest, Enzyme & Puppeteer,
- front-end development using React, Redux & RxJS. Interfacing with AWS Cognito & a GraphQL API using Apollo &
- developing a GraphQL API using Node.JS, Express, Serverless Framework, GraphQL-JS. Interfacing with AWS services; API Gateway, Cognito, DynamoDB, S3 & Lambda.

BuildFlow was so well received by the target market that it was spun off into its own company.

JUN 2017 - NOV 2017

Alta VR Front-End Dev.

Contracted to rebuild the web infrastructure for A Township Tale, including:

- developing a web app using React,
- lazy loading blog posts,
- payment integration using Stripe,
- integration with existing systems,
- integrating Google analytics &
- using Firebase cloud functions to fulfil SEO requirements.

This resulted in a 12x increase in traffic.

OCT 2016 - JUN 2017

GeoInteractive Designer | Front-End Dev.

Rebuilt an underground infrastructure observation system, including:

- redesign using Balsamiq & Illustrator,
- developed a web app using React, Redux, RxJS & Firebase &
- integrated a timeline, map / photo sync., 360 photos, 3D models & written report features.

This resulted in a dramatic increase in user engagement/retention, being displayed as a floor feature at OzWater 2017 & leading to a 12 month proof of concept trial for Australia's largest water utility, Sydney Water.

JAN 2016 - OCT 2016

classtime.io Founder

Created a student behaviour analytics platform, including:

- design using Balsamiq & Illustrator,
- developed a web app using using AngularJS, RxJS & Firebase &
- rebuilt the front-end using React & Redux based on performance, stability, scalability & community.

Trials resulted in a 38% reduction in lesson-stopping interruptions & 19% increase in academic performance. This also led to acceptance in iAccelerate, University of Wollongong's startup accelerator.

PRE 2016

Primary Education Studying | Teaching

6 years

BlueScope Steel Mechatronic Engineering Cadet

4 years

Australian Army Soldier

3 years