BROOK JEYNES

Software Engineer

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SUMMARY

I'm a developer who loves building things that people actually want to use. Whether it's crafting SDKs, full-stack web apps, mobile applications, or terminal tools, I focus on creating smooth user experiences and writing clean, maintainable code. I work primarily with Go, but I'm comfortable across the stack—from backend systems to frontend interactions. Outside of work, I'm big on open source, teaching through YouTube videos and blog posts, and exploring emerging tech. I genuinely enjoy mentoring others and sharing what I've learned along the way.

SKILLS

Languages: Golang, JS/TS, React.js, React Native, C#, Zig, Alpine.js, HTMX, Python

Technologies: Unix and/or GNU/Linux, Git, Docker, AWS, Azure, GitHub Actions, SQL, Redis

EXPERIENCE

03/2024 - Current   **Software Engineer**   **Tina.io**

As a core back-end team member at TinaCloud, I worked with Golang, Node.js, and AWS-based architecture to ensure site reliability for customers. My responsibilities included solving challenges related to authentication, database storage and migrations, and integrating external services seamlessly. Furthermore, I provided customer support via Discord and GitHub discussions, helping users with TinaCMS-related issues.

05/2022 - Current   **Software Engineer**   **SSW**

Using a series of front-end stack technologies (Typescript/ReactJS/NextJS), I worked in teams to develop websites for clients and end users. This also extended to mobile applications primarily built with React Native. I also worked with back-end frameworks such as .NET to create reliable back-end services.

08/2021 - 2024   **Private University IT tutor**   **Freelance**

I privately tutor university students in a variety of languages and tech stacks.

03/2023 - 11/2023   **Software Developer**   **TechnologyOne**

Work integrated learning for QUT final year IT Capstone project. I worked in a team to build a roadside hazard detection system. Specifically, I worked on the back-end Rust API and React Native mobile application. This involved hazard detection and imagine manipulation-based operations to ensure hazards were properly outlined as well as ensuring the correct data packets were sent from API to both web and mobile applications to then be presented to users.

07/2021 - 05/2022   **Junior Software Developer**   **TestLab360**

I wrote front-end software for a cloud-based construction material management system. I also built MVP mobile applications using React Native.

EDUCATION

2021 - 2023   **Bachelor of Information Technology with a major in Computer Science**   **Bachelors - University**

Graduated from QUT (Queensland University of Technology) with distinction - 6.7 GPA

2020   **ICT30115 Certificate III in Information, Digital Media and Technology**   **TAFE**

Graduated from TAFE Queensland

2020   **Senior School Queensland Certificate of Education**   **School**

Graduated from St Peter Claver College

NOTABLE PROJECTS

Web   **Yōten**   **yoten.app**

A social tracker for your language learning journey built on the AT-protocol.

Terminal   **地圖 (Jido)**   **tangled.org/brookjeynes.dev/jido**

地圖 (지도) is a lightweight Unix TUI file explorer designed for speed and simplicity.