

CONOR KELLEHER

Software Engineer (React.js)

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SUMMARY

I'm a front-end focused web engineer with 6+ years of industry experience working on React applications.

As well as considerable experience with front-end applications built in React, I have several years of experience with full-stack development. This includes some Ruby on Rails experience, maintaining APIs through Node and have used AWS for hosting and API/endpoint management throughout my career.

I'm familiar with a mix of team dynamics, ranging from large teams with dedicated designers and project managers, to small 2-3 person teams of all-rounders and decision makers. Likewise, I'm well-used to the startup mentality, pushing Agile to a new level, but do prefer more structure where possible.

EXPERIENCE

Web Developer & Content-Creator @ LocalBoast

Self-employed

📅 01/2024 - Present 📍 London, United Kingdom

Working on Open-Source software and hoping to make a living off donations (unsuccessfully).

- See "Projects" section for details

Contract Software Engineer

Glitch

📅 05/2024 - 05/2024 📍 Dublin, County Dublin, Ireland

Adding Chart components to an AI Advertising Platform

- Project-based contract role, using React and TypeScript
- This was entirely front-end and let me experiment with design and UX in new ways

Software Engineer

Gravity Sketch

📅 06/2022 - 08/2023 📍 London, England, United Kingdom

Managed the Web Platform for the Virtual Reality company

- Learnt to work in a true startup environment
- First exposure to TypeScript and I haven't looked back since
- Worked with little to no input from designers (developer-led design)
- Oversaw an external security audit, facilitating pen-test and personally addressing any issues that arose

Lead Software Engineer

StitcherAds

📅 07/2021 - 06/2022 📍 Wembley, England, United Kingdom

Team restructuring turned my nominal Tech-Lead role into an official Lead title. This mostly included the same work I did previously but with an emphasis on people management.

- Conducted weekly 1-1s with team for personal, tech, and HR issues
- Led a team consisting of 4 direct reports
- Enhanced communication skills through team interactions

SKILLS

React JavaScript TypeScript

HTML CSS AWS Leadership

Component Library Management

PASSIONS



Infrequent Rock Climber (Bouldering)



Amateur Coffee Enthusiast

PROJECTS

LocalBoast

📅 01/2024 - Present 📍 London, United Kingdom

The least controversial form of "React content". Building an Open-Source React.js library

- Building an Open-Source React.js library
- Developed auto-documentation system including storybook static integration into project website: www.localboast.com/docs
- Livestreamed process on Twitch and YouTube

Fotolapse

📅 07/2017 - 09/2017 📍 Waterford, Ireland

iOS/Android app to create GIFs from daily images

- Developed in React Native for cross-platform
- First exposure to JavaScript and React

Pensive Games

📅 06/2016 - 01/2019 📍 Location

Built various basic mobile games in Unity with my design partner

- Little Survivors: Used a pathfinding system for traversing paths
- Aglow: Featured use of daily rewards, in-app-purchases, leaderboards APIs.
- HopSquash: First fully playable, basic tapper game with no bells nor whistles

EDUCATION

Bachelor of Science (BSc), Computer Science

University College Dublin

📅 2013 - 2017

EXPERIENCE

Senior Software Engineer

StitcherAds

📅 05/2020 - 07/2021 📍 Waterford, County Waterford, Ireland

During my role as Senior Software Engineer, I took on increased responsibilities and leadership within my team following our transition to a fully-remote structure. This included becoming involved in crucial aspects like hiring and onboarding while leading significant projects and collaborating closely with the product team.

- Became sole decision-maker for major platform additions.
- Involved in hiring process for remote engineering team, including interviews and onboarding of new hires.
- Maintained and extended full-stack for all creative tools on the platform.
- Led a large project to overhaul the UI with a phased rollout, adding dark-mode and visual/UX improvements.
- Worked closely with the product team for planning, providing UX opinions, approving feature requests, and reworking infeasible requests.

Software Engineer

StitcherAds

📅 07/2018 - 05/2020 📍 County Waterford, Ireland

After advancing from a graduate role to a full engineer title, I was given far more trust and freedom with my work. This freedom took the form of being the sole developer on several projects and the tech lead on another. This low-level back-end work was some of my favourite work in my time here as it allowed for code sharing and inheritance in ways that most UI-based React components are usually not able to provide.

- Sole developer on several projects and tech lead on another.
- Reworked the backend of an heavily-used section of the app
- Joined the 'Creative Tech' team to develop front-end tools for templated ad-creative
- Visited Facebook offices in London to collaborate on future front-end tools.

Graduate Software Engineer

StitcherAds

📅 01/2018 - 07/2018 📍 County Waterford, Ireland

StitcherAds is a technology company focused on developing advanced advertising solutions at scale.

- First role as a software developer. Quickly gained industry experience and was promoted within 3 months