

Graham Van Pelt

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WORK EXPERIENCE

Fullstack Software Engineer

July 2023 – Present

Tipbox.io | Collaboration platform for Film and TV industries

- Built a comprehensive task management and workflow system for real-time collaboration, including task assignment, approval workflows, comment threads with file attachments, and user "@" mentioning
- Developed a full-featured organization administration panel with role-based permissions (ABAC), user invitation management, organization switching, and granular access controls, enabling enterprise-level user and content management
- Implemented the frontend of an AI-powered natural language search system using AWS Bedrock, providing automated content tagging with PostgreSQL query generation, enabling users to find relevant content through conversational queries
- Led platform-wide UI/UX redesign initiatives including responsive login/signup flows, dashboard layouts, and task management interfaces, implementing accessibility improvements and keyboard navigation across hundreds of components
- Optimized application performance through Redux state management refactoring, Vite build system migration, and component re-render reduction, achieving measurable performance improvements in data-heavy interfaces
- Implemented real-time notification system with digest emails, user feedback collection with metadata tracking, and multi-organization account switching, enhancing user engagement and platform usability
- Enhanced codebase type safety by systematically replacing loose TypeScript types, implementing strict typing patterns, and establishing type-safe GraphQL code generation workflows, reducing runtime errors and improving developer experience
- Delivered responsive web components with embedded media support (video, audio, PDF), searchable data interfaces, and collaborative document editing, enabling seamless multimedia content creation and sharing workflows

Game Engineer & Web Developer (part time)

Feb 2023 – Present

Mythical Voltage Games | Releasing indie game 'Gap Year' in 2025

- Developed audio control scripts in C# for the Unity Engine, resulting in vibrant 3D audio environments
- Created and maintained web presence including company site design, emails and marketing materials

Recording Artist & Musician

2005 – 2023

15 Records released with companies in Japan, the UK, Canada and the US

- Two decades as a bandleader with tours of the UK, continental Europe, North America, Iceland and Japan
- Broadcast to live audiences on the Tonight Show, Late Show, Japanese TV and the BBC

PROJECTS

Developer's Portfolio Site | *Remix, React, Tailwind CSS, Framer-Motion, SQLite*

grahamvanpelt.dev

- Created an animation-rich tech blog and portfolio site with a Pocketbase backend

Biolink | *React, CSS, Radix*

links.grahamvanpelt.com

- Built a 'Linktree'-style web-application with animated UI to provide easy navigation for music fans

Music Festival Site | *Astro, React, TypeScript, Tailwind CSS, Sanity CMS*

groundwaves.live

- Developed a CMS-powered music festival site with a streamlined editing interface for non-technical clients

SKILLS

Languages: TypeScript, CSS, HTML, C#

Web Technologies: React, Redux, PostgreSQL, GraphQL, AWS, Playwright, Tailwind CSS, NextJS, Remix, Prisma

Game Technologies: Unity Engine, FMOD Middleware