

TESSA BREEN

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PROFESSIONAL EXPERIENCE

Just Eat Takeaway.com, London

March 2024 – Present

Software Engineer, Content Platforms

- **Build and maintain** core customer-facing pages—including brand listings, campaigns, and dynamic location-based pages showing local restaurants—for a dozen **international markets**, using **TypeScript, Next.js, Sanity CMS**, and **AWS**.
- Key contributor to building a **centralised content operations platform** with **Sanity Studio**, powered by flexible **APIs** that facilitate content sharing and integration across platforms.
- Collaborate closely with **content editors, SEO specialists**, and **operations teams** to improve internal workflows and accelerate content delivery.
- Ensure seamless **localised routing** and **multi-domain support** to deliver accurate, performant content tailored for **regional audiences**.
- Participate in **on-call rotations**, monitoring uptime and resolving incidents efficiently using **Datadog** and **Sentry**.

Unity Technologies, London

June 2022 – Feb 2024

Software Engineer, Engine Tools and Infrastructure

- **Developed a custom CI/CD platform** tailored for the Unity game engine, supporting complex, dependency-based job graphs across projects and branches. The system enhanced reliability and developer productivity by enabling large-scale automated testing. Built with TypeScript, React, Redux, and Google Cloud Platform.
- **Built RESTful APIs** in collaboration with engineers, product designers, and product leads to enhance tooling, integrate user feedback, and serve development teams across Unity's DOTS, AR/VR, and Console Support divisions.
- **Implemented end-to-end and integration testing frameworks** to improve software reliability and ensure safe deployments.
- **Delivered lightning talks** on frontend engineering best practices, contributing to knowledge-sharing and continuous learning across the engineering organisation.

The British Broadcasting Corporation, London

Jan 2020 – June 2022

Full-Stack Software Engineer for Digital Publishing

- Engineered publishing infrastructure and editorial tools for journalists using **Scala, TypeScript, React, Node.js, GraphQL**, and **AWS**.
- Developed a **bespoke rich-text editor** supporting thousands of journalists worldwide, enabling flexible, collaborative article creation and publishing.
- Created a **custom CMS** allowing editors to manage homepage content and curate topic pages, improving editorial workflows and audience experience.
- **Maintained backend services for publishing** and metadata enrichment using AWS event-driven architecture and infrastructure-as-code.
- Maintained **CI/CD pipelines** with GitHub Actions and Jenkins.
- Collaborated with data analysts on a commissioning tool that used **audience segmentation** to identify content gaps and inform editorial strategy.

Software Engineer

- Built bespoke single-page and mobile applications using **JavaScript, TypeScript, React, React Native, Redux, PostgreSQL, and Python (Django)**.
- Key projects include:
 - **Centurion**: A React Native interface to control a laboratory centrifuge via Bluetooth.
 - **Experta**: A social platform enabling lawyers to showcase expertise and connect with potential clients.
 - **Peoplewise**: A reporting tool for a business psychology consultancy, helping clients generate leadership assessments and insights.
- Maintained an **open-source React component library** for use across client projects.
- Worked closely with clients to gather feedback and shape features throughout the development lifecycle.
- Volunteered with **CodeBar** to support underrepresented groups learning software development.

EDUCATION

Imperial College London

2014 – 2018

BSc Physics

- Achieved **First-Class Honours** for thesis on the **environmental impact of fracking**.
- Studied modules including **Astrophysics, Environmental Physics, Advanced Hydrodynamics, Medical Imaging & Radiotherapy, and Lasers**.
- Completed Python-based computing projects in areas such as **infectious disease modelling, percolation theory, and light refraction**.
- **Finalist, Althea-Imperial Programme** – A prestigious initiative supporting entrepreneurial women in STEM. Participated in **workshops, business coaching, one-to-one mentoring**, and developed an **innovative project** for a £20k competition.
- Active member of the **Philosophy Society** and **IC Radio**.

OTHER PROJECTS AND AWARDS

- Editor of “The Hackathon Survival Guide” by Sam Larsen-Disney
(<https://www.hackathonsurvivalguide.com>)
- Winner of Athena Hackathon (**2022**) and runner-up in SICK Solution Hackathon (**2023**)

KEY SKILLS

Languages: TypeScript, GraphQL, Scala, Python

Frameworks & Libraries: Next.js, React, Redux, Tailwind CSS, React Testing Library, Cypress, Playwright

Tools & Platforms: Git, AWS, Google Cloud Platform, Sanity, Jenkins, GitHub Actions