TESSA BREEN

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PROFESSIONAL EXPERIENCE

Just Eat Takeaway.com, London   *March 2024 – Present*
Software Engineer, SEO engineering

- **Building core customer-facing pages**, including brand takeaway listings, legal information, and campaigns, for **six regional markets**—including Italy, Spain, England, and Ireland—using TypeScript, Next.js, and Sanity CMS.
- **SEO Optimisation and Performance Enhancement**: Apply SEO best practices to significantly improve site performance, ensuring fast, user-friendly experiences that align with modern web standards.
- Working within a **multidisciplinary team** that includes .NET developers, data analysts, infrastructure developers, backend developers, SEO specialists, designers, and product managers.
- **Incident Management and Monitoring**: Regularly on call to resolve live site incidents ensuring high availability and optimal performance of web services. Using Datadog for monitoring performance and Sentry for tracking errors.

Unity Technologies, London & Copenhagen   *June 2022 – Present*
Software Engineer

- **Developed a World-Class CI/CD Platform**: Engineered a bespoke CI/CD system specifically designed for the Unity game engine, which dynamically supports a variety of automated workflows, akin to the flexibility offered by GitHub Actions. Built using **TypeScript, React, Redux, and Google Cloud Platform**, to improve software reliability and developer productivity by facilitating extensive daily global testing workflows across the complex game development environment.
- **API Development and Collaboration**: Developed RESTful APIs in collaboration with engineers, product designers, and product leads, enhancing tool functionality and integrating user feedback from multiple development teams, including Unity's Data-Oriented Technology Stack (DOTS), AR/VR, and Console Support teams.
- **Quality Assurance and Testing**: Implemented comprehensive end-to-end (e2e) and integration testing frameworks to improve the reliability and effectiveness of software deployments.
- **Knowledge Sharing**: Delivered lightning talks on software engineering topics, sharing insights and best practices across the engineering department, fostering a culture of learning and continuous improvement.

The British Broadcasting Corporation, London   *Jan 2020 – June 2022*
Software Engineer for Digital Publishing

- Built microservices and CMS for journalists using **Scala, Typescript, React, Redux, Node.js, GraphQL, Redux, and AWS**
- Key contributor to building a bespoke rich-text editor from the ground up **supporting over 6000 journalists worldwide** to enable flexible content creation and publishing
- Developed CI/CD pipelines in Github Actions and Jenkins
- Maintained a front-end component library for use across the organisation
- Developed scalable distributed services and event-driven architectures

DabApps, Brighton   *Jan 2019 – Jan 2020*
Software Engineer
- Built single-page web and mobile apps for brands using **Javascript, Typescript, React Redux, PostgreSQL and Python**
- Projects include: *Centurion* mobile app written in React Native to control a laboratory centrifuge and *Experta,* a social media app for lawyers to discover clients using React and Django
- Volunteered with charity CodeBar to teach software development to minority groups

EDUCATION

Imperial College London   *2014 – 2018*
BSc Physics
- Modules include Astrophysics, Environmental Physics, Advanced Hydrodynamics, Physics of Medical Imaging and Radiotherapy and Lasers
- Computing projects using **Python** included modelling the transmission of infectious disease, percolation theory and light refraction
- Achieved first-class for thesis on impact of fracking on the environment
- A member of the Philosophy Society, and IC Radio

MISCELLANEOUS
- 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**)

MOST NOTABLE SKILLS

Languages: Typescript, Javascript, GraphQL, Scala, Go, Python
Frameworks and libraries: Next.js, Redux, React, Tailwind CSS, React Testing Library, Playwright, Cypress and more
Tools: Git, AWS, Jenkins, Google Cloud Platform