

# TESSA BREEN

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## PROFESSIONAL EXPERIENCE

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### Unity Technologies, London - Copenhagen

June 2022 – Present

#### Front-End Software Engineer for Engineering Services

- Building a world-class, scalable continuous integration system used by developers of the unity engine using **Typescript, React, Redux Saga, Google Cloud Storage**
- Regularly participating in lightning talks on front-end topics

### The British Broadcasting Corporation, London

Jan 2020 – June 2022

#### Software Engineer for Digital Publishing

- Building microservices and internal tools for journalists using **Typescript, React, Redux, Node.JS, Scala, GraphQL, Redux, and AWS**
- Improving content discovery using metadata documents
- Building an article editor to enable flexible content creation
- Maintaining and developing CI/CD pipelines in Jenkins
- Maintaining a front-end component library for use across the organisation
- Ensuring products and new features meet WCAG accessibility standards and documenting best practices for use across the organisation

### DabApps, Brighton

Jan 2019 – Jan 2020

#### Software Engineer

- Building single-page web apps and mobile apps for brands using **Javascript, Typescript, React Redux, PostgreSQL and Django**
- 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

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### Imperial College London

2014 – 2018

#### BSc Physics

- Modules include Astrophysics, Environmental Physics, Advanced Hydrodynamics, Physics of Medical Imaging and Radiotherapy and Lasers
- Computing projects 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

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- 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

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Typescript, Javascript, Scala, GraphQL, Redux, React, Tailwind, Git, Next.JS, Accessibility, React Testing Library, Cypress, Playwright, Jenkins, AWS