

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, campaign hubs, and legal content—for **over a dozen international markets**, using **TypeScript, Next.js, Sanity CMS, and AWS**.
- Contribute to the development of a company-wide **Sanity Studio** platform, supporting both SEO-owned pages and broader content operations across multiple business teams.
- Work closely with content editors and operations teams to improve internal workflows.
- Manage localised routing across varied domains and languages.
- On-call for incident response, ensuring uptime and fast recovery using Datadog and Sentry.

Unity Technologies, London

June 2022 – Feb 2024

Software Engineer, Engine Tools and Infrastructure

- **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 and integration testing frameworks to improve the reliability and effectiveness of software deployments.
- **Knowledge Sharing:** Delivered **lightning talks** on frontend 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

Full-Stack Software Engineer for Digital Publishing

- Built microservices and CMS for journalists using **Scala, Typescript, React, Redux, Node.js, GraphQL, and AWS**.
- Built 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 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.
- **Althea-Imperial Programme Finalist**: Finalist for an initiative supporting entrepreneurial women in science, technology, and business. Participated in workshops, business coaching, one-to-one mentoring, and networking opportunities, developing an innovative project for the competition's £20k funding prize.
- A 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