

TESSA BREEN

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PROFESSIONAL EXPERIENCE

Unity Technologies, London - Copenhagen

June 2022 – Present

Software Engineer for Engineering Services

- Building a world-class, scalable continuous integration system used by developers of the Unity game engine using **Typescript, React, Redux Saga, Go and Google Cloud Platform**
- Improving the user experience of applications across the organisation by liaising with product designers and stakeholders
- Regularly presenting lightning talks on software engineering topics

The British Broadcasting Corporation, London

Jan 2020 – June 2022

Software Engineer for Digital Publishing

- Building microservices and internal tools for journalists using **Scala, Typescript, React, Redux, Node.JS, GraphQL, Redux, and AWS**
- Building an rich-text editor to enable flexible content creation and publishing
- 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

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

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

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