

## Pedr Browne, Software Engineer

I've spent the last decade focused on web-app development within the React ecosystem, but drawing from many previous projects building MPAs and mobile apps. I write lean, well-tested code using the best bits of functional programming, while keeping the code easy to read and reason about. I'm comfortable working across the stack, whether collaborating on prototypes with designers, defining and refining API spec alongside engineers, or brainstorming features with stakeholders. Always pragmatic and inquisitive, if I wasn't writing code for a living, I'd be doing it for fun.

+44 (0)7880 600 363

info@undistractation.com

Newcastle Upon Tyne, UK

undistractation.com

github.com/undistractation

linkedin.com/in/pedrb

**Please take a look at my  
Linkedin recommendations.**

## Core Skills

- TypeScript 4+ years,
- JavaScript 10+ years,
- React ecosystem 10+ years,
- CSS 10+ years (Tailwind, Styled-Components, CSS Modules, Sass),
- Next 3+ years (Also a lot of Gatsby prior to that),
- Node 5+ years, (Also experience with Rails),
- AI tooling and agentic workflows with Claude,
- Well experienced across development process from writing spec, through design/UX, prototyping, build, revision, and QA,
- Specifying and integrating RESTful and GraphQL APIs, including cookie-based and JWT auth (React Query, URQL, Axios),
- Strong emphasis on unit, E2E and component testing (Vitest, Jest, Playwright, Cypress),
- Maintained complex CI pipelines (Gitlab CI, GitHub Actions) and Vercel/Heroku integrations,
- Written and maintained complex documentation and style guides (Storybook, Postman, Notion),
- Familiar with common development tooling, including Vite, Webpack, Babel, ESLint, Prettier, Husky, Commitlint, Semantic Release etc,
- Well versed in researching and evaluating third-party code, platforms and infrastructure,
- Comfortable managing own workload, working remotely, independently or within a team,
- Quick to adapt to different environments, technologies and project management styles.

## Employment History

### Grid Finder

Software Engineer

Jun 2025–Feb 2026

E-Sports Racing Platform And Database

gridfinder.com

Typescript, React, Next, Node, Tailwind, Shadcn, OpenAPI, Vitest, Playwright, Auth.js, Figma

- Lead role on new product dev team, defining project architecture, styleguide, component library, coding guidelines, docs and tooling,
- Coordinated designer and API devs, ensuring requirements were clearly defined and well executed in both directions,
- Implemented process and workflows across the team, including Claude tooling (creating agents and skills) to support development,
- Specified significant portions of our REST API, creating tooling to automate DAL generation from our OpenAPI schema.
- Travelled, built personal projects, and upskilled.

### Career break

May 2024–May 2025

## **Sleepstation**

### **Senior Front-End Developer**

Jul 2018–May 2024

UK's leading digital insomnia treatment service  
sleepstation.org.uk

Typescript, React, Redux, Styled-Components,  
GraphQL, Jest, Lerna, URQL, Cypress,  
Storybook, Gatsby, Node, Rails, Figma

- Front-end lead on product dev team through rapid scale-up, supporting 100× growth in users,
- Architected, built, and maintained multiple FEs for service-users and company personnel,
- Worked closely with designers, front- and back-end developers and Technical Director to define requirements, estimates and timelines,
- Maintained monorepo, documentation, unit and E2E tests, style guide, and Gitlab CI pipelines.

From 2005–2018 I contracted as a consultant software engineer and developer, engineering solutions for a wide variety of clients. The following is a small selection of clients from that period.

## **Scribblar**

### **Front-End Developer / UX Designer**

2017–2018

Collaborative whiteboard web-app  
scribblar.com

React, Styled-Components, Jest

- Worked with stakeholders to document and define functionality and approach to V2 of app,
- Created complex UI wireframes and prototypes,
- Translated wireframes to React components.

## **TriNetX**

### **Senior Software Engineer**

2014–2016

Pharmaceutical trial and research platform  
trinetx.com

React, Redux, Sass, Styled-Components, Jest

- Heavily involved in MVP and V1 release, from initial wireframes to successful delivery,
- Built complex components including charts and dashboards for exploring large data-sets,
- Worked closely with stakeholders, designers and UX to specify components and functionality.

## **Intercity**

### **Full-Stack Developer**

2014–2018

intercitystudio.com

Branding and design consultancy

Rails, Sass, JavaScript

- Built and maintained websites for Intercity's clients as well as their own company site,
- Worked closely with designers to deliver pixel-perfect layouts and diverse functionality for clients in the design and marketing industry,
- Built custom content-management systems.

## **Recent Personal Projects**

### **swatchmaker.com**

Next, Node, TypeScript, React, Tailwind.

Full front- and back-end for scraping and analysing data, and transforming it into interactive visualisations and prints.

### **github.com/undistracted/warp-grid**

TypeScript, Vitest.

NPM Package providing a powerful API for creating deformable 2D grids and accessing cell-metrics for use in visual design and print.

### **github.com/undistracted/coons-patch**

TypeScript, Vitest.

NPM Package for creating a coons-patch surface from cubic Bezier curves and calculating the coordinates of surface points.

### **github.com/undistracted/warp-grid-editor**

TypeScript, React, Tailwind, Vitest, Playwright.

App with complex GUI for editing warp grids, including project management features and export to code or SVG.