

Pedr Browne

Software Engineer

I'm an experienced software developer, with the last decade focussed on front-end app development within the React ecosystem, but drawing from previous experience building server-based sites 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 collaborating on prototypes and with designers, defining and refining spec alongside engineers, or discussing features with stakeholders. Pragmatic in my approach, adaptable and inquisitive, I find the work I do endlessly interesting, and ultimately very satisfying. If I wasn't writing code for a living. I'd be doing it for fun.

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Core Skills

- JavaScript 10 years+.
- React ecosystem 8 years.
- TypeScript 1 year.
- CSS 10 years+ (Tailwind, Styled-Components, CSS Modules, Sass).
- Backend experience with Rails, Node and Next.
- Experience across development process from specification, through design/UX, wire-framing, prototyping, build, revision, and QA.
- Strong emphasis on unit, e2e and component testing (Jest, Vitest, Cypress, Playwright).
- Git, including Github and Gitlab workflows
- VSCode with Copilot and Claude
- Maintained CI pipelines (Gitlab CI, GitHub Acts.).
- Experienced with consuming and specifying RESTful and GraphQL APIs, both cookie-based and JWT auth (URQL, React Query, Axios).
- Written and maintained complex docs and style guides (Storybook, Postman).
- Familiar with common development tooling, including Webpack, Vite, Babel, ESLint, Prettier, Husky, Commitlint, Semantic Release etc.
- Researching and evaluating technologies: third-party code, platforms and infrastructure
- Comfortable working remotely, independently or closely as part of a team.
- Quick to adapt to different working environments and project management styles.
- Drive to learn and experiment with new tech.

Employment History

Sleepstation

Senior Front-End Developer

Jul 2018–May 2024

Insomnia Treatment App

sleepstation.org.uk

React, Redux, Styled-components, GraphQL, URQL, Jest, Cypress, Storybook, Gatsby, Rails

- Front-end lead role on product dev team.
- Architected, built, and maintained multiple FEs for service-users and company personel.
- 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, styleguide, Gitlab CI pipelines.
- Mentored junior developers through paired programming and collaborative code reviews.

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

Scribblar

Senior Front-End Developer & UX Designer
2017–18

Collaborative whiteboard
scribblar.com

React, Styled-Components, Jest

- Worked with stakeholders to document and define functionality and approach to v2 of app.
- UI wireframes.
- App layout and component build.

TriNetX

Senior Front-End Developer
2014–2017

Pharmaceutical trial and research platform
trinetx.com

React, Redux, Sass, Styled-components, Jest

- Worked on v1 of the app, from initial wireframes and prototypes to release to customers.
- 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.
- Built custom content-management systems.

Institute of Development Studies (IDS)

Web Developer
2014–2016

ids.ac.uk

Educational and research institution
Rails, Sass, JavaScript

- Designed and built research archive for Pathways, an NGO promoting Women's Rights.
- Designed and built educational platform and online interactive teaching resources for universities and community groups.

Recent Personal Projects

github.com/undistracted/coons-patch
TypeScript, Vitest.

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

github.com/undistracted/warp-grid
TypeScript, Vitest.

Package providing a fully-featured grid system for a deformable two-dimensional grid including access to different types of interpolation and powerful configuration options for columns, rows, gutters and distribution.

github.com/undistracted/warp-grid-editor
TypeScript, React, Tailwind, Zustand, Vitest, Playwright.

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