

Beau Jorgensen

Software Developer

beaujorgensen@gmail.com | 0430 607 533 | beaujorgensen.com

TypeScript

Node.js

NestJS

React

NextJS

CI/CD Pipelines

Jest

Docker

laC

Experience

Flight Centre

Software Developer

Mar 2024 - Present

Full Time - Hybrid

- Working as part of a team charged with modernising Flight Centre's online checkout infrastructure using event-store architecture accessed by a NestJS backend
- Led the launch and transition of a new online checkout experience, ensuring a smooth go-live and ongoing improvements to both user and developer experience
- Helped develop a centralised system for handling bookings and payments, enabling a more consistent and scalable experience across multiple digital products
- Improved payment processing for legacy systems, reducing manual effort and streamlining the purchase process for customers

Cadent

Junior Software Developer

Sep 2023 - Feb 2024

Full Time - Hybrid

- Full-stack software developer primarily working with TypeScript, NextJS, Postgres, Supabase, as well as some project work using Dynamics 365 & jQuery
- Assisted with designing and developing a user management system for a medium sized online publication including a basic BI tool for the management team to gain insights into their users
- Worked on a large government initiative designed to enable skilled workers from Pacific Island nations to gain employment with Australian businesses which struggle to find employees

Coviu Global

Junior Software Developer & Intern Software Developer (Until Jul 2023)

Oct 2022 - Sep 2023

Full Time - Remote

- Full-stack developer working across the entire codebase from writing data models for the company's ELT data warehouse, to developing new front-end features with React.
- Undertook a large back-end project to refactor a number of business reports. Improved design patterns, database querying, type safety, as well as the reliability of the reports for the end user.

Projects

Print-A-Drum - In-Browser Model Generation For 3D Printable Drums

[Live Link](#)

- Leverages the `replicad` package to take user input and generate 3D models which can be downloaded, 3D printed, and assembled into a usable instrument.
- TypeScript, React, Zustand (state management), Mantine (component library)

Bite Board - Meal Planning & Recipe Management App

- Microservice architecture - SvelteKit and Tailwind front-end, with Express back-end, with a Supabase instance storing data. Utilises TypeScript throughout
- Enables users to quickly choose recipes for the week, scale them to their required servings, and generate a comprehensive list of ingredients - like a manual version of Hello Fresh

Education

Bachelor of Music (Jazz Performance)

Jazz Music Institute

2014 - 2017

Brisbane