

MITCH

FRONT-END ENGINEER | UX-UI ENGINEER



[LinkedIn.com/in/chellsript](https://www.linkedin.com/in/chellsript)



github.com/chellsript



bit.ly/chellsript

WORK EXPERIENCE

CAREER AND PERSONAL DEVELOPMENT SABBATICAL

SEP 2023 - NOV 2024

- Traveled solo to multiple countries; organised and led volunteer projects, and developed conversational Spanish. Maintained and improved key front-end skills (Next.js, Figma, SEO, Vercel, TypeScript, and Cypress) with personal and freelance full-stack projects and attending weekly developer events and conferences.

UX ENGINEER Infura (Consensys) Remote

AUG 2022 - AUG 2023

SaaS company providing crypto-infrastructure for building decentralised applications (dApps) on the Ethereum blockchain.

- Worked with designers and product managers to implement site rebrand Figma designs and wireframes, delivering a modernised design system that improved UX, UI consistency, and reduced customer service complaints.
- Advocated for and created a device-responsive website tour with TypeScript, React Joyride, and Tailwind to address onboarding challenges for new users. Improved new user engagement and cross-platform access, especially for mobile-first audiences identified in emerging markets.
- Developed a user research survey using React Hook Form, YUP validation and AWS Database and APIs to dynamically render questions. Gathered responses generated fresh insights into the active user base's needs that helped inform future business strategies.
- Managed end-to-end testing for new features with Playwright during limited QA availability, resolving critical HTML, CSS, and JavaScript/TypeScript bugs to maintain uninterrupted access to the industry-leading Infura node network and its 99.99% uptime.
- Unblocked teammates on JavaScript, HTML, and CSS issues through mob-style paired programming and actively participated in GitHub pull requests. This ensured high-quality mono-repo contributions and consistent code standards.

FRONT-END ENGINEER Square Enix Europe

APRIL 2018 - AUG 2022

Multi-national Japanese video game company known for creating and publishing iconic franchises like Final Fantasy and Tomb Raider.

- Delivered high-impact and time-sensitive promotional websites for video games and industry events using a diverse tech stack (React, PHP, Svelte, SCSS, Styled Systems, MUI, Gatsby, i18n) to create localised, device-responsive sites for European gaming markets.
- Engineered a MUI and TypeScript-based CMS that empowered non-technical teams to manage content independently, and allowed developers to optimise legacy codebases by relocating large assets to the CMS, improved load times, site performance, and codebase quality.
- Led accessibility improvements for the *Nier Replicant* site by working with an accessibility expert to apply WAI-ARIA standards correctly to HTML on the Svelte-built site. Site became more user inclusive and legally compliant site for a game release that generated ¥25.82 billion in global sales.
- Created a *Nier Replicant* competition mini-site in React that attracted 15,000 unique web sessions, and contributed to generating 21,000 retweets and 200,000 YouTube views over a two-week period. Showcased expertise in strategic digital marketing campaigns and a strong sense of user empathy to craft engaging, fan-centric experiences.
- Mentored and onboarded new junior developers in the apprenticeship programme, providing guidance, GitHub pull request feedback, and support on collaborative projects.

EDUCATION AND CERTIFICATIONS

- **Blockchain Developer Bootcamp [PASS] – 2021–2022**, ConsenSys
- **480-Programming in HTML5 with JavaScript and CSS3 [818/1000 score, PASS] – 2019**, Microsoft
- **Software Developer Apprenticeship (Level 4) [PASS] – 2018–2020**, British Computer Society
- **Genetics, BSci. [2:1] – 2017**, European University

TECHNICAL SKILLS

TypeScript, JavaScript, React, Next.js, HTML, Styled Systems, SCSS/CSS, Tailwind, CI/CD, UI/UX, Accessibility, Figma, API Integrations, Solidity, web3.js, Node.js, Vercel, Svelte, Cypress (Testing), Playwright (Testing), Vue.js, GitHub