



Profile

Effective collaboration with designers, product, and developers to move projects from ideation to launch is my secret sauce.

Seeking to broaden my experience, I'm keen to join a feature team and take on more code ownership within an applications. I set out to learn, grow, and contribute to meaningful projects.

Tools

- JavaScript
- Typescript
- React
- Storybook
- Git
- Jira
- Confluence

Skills

- Stakeholder engagement
- A/B testing
- Feature Flagging
- Unit Testing
- Code Reviews
- Cross-functional Teamwork
- Documentation
- Debugging
- Mentoring

DEE PABST

Frontend Engineer



Experience



ASSOCIATE SOFTWARE ENGINEER

JAN 2023-JAN 2025

- Built and ran experiments encouraging users to subscribe to Canva Pro, working across the codebase in TypeScript and JavaScript.
- Created a cutting-edge upsell dialog variant powered by a CMS and a billing timeline for users who had already used their free trial.
- Teamed up with designers and PMs to get projects from the whiteboard to launch smoothly.
- Maintained documentation aiding new teammates onboard swiftly
- Wrote clear, well-tested code that made a real difference for users.



QUALITY ENGINEER

APR 21 - DEC 22

- Initiated quality checks and processes in the product growth team, cutting incidents by 500%.
- Collaborated with designers, developers, product managers, and testers to launch Canva for Teams, one of Canva's biggest upgrades.
- Ensured smooth, high-quality releases of Canva on mobile and web by coordinating with release, development, and testing teams.
- Analysed incidents across teams, leading to practical solutions and improvements.
- Hackathon projects - Tinder for Devs, Maker Space



QUALITY ENGINEER

2017 - 2019

- Updated the internal feedback tooling to reduce duplication of effort, and find bugs before
- Coached developers on software quality best practices
- Tailored solutions to increase development
- teams speed whilst maintaining quality
- Pioneered a Creative Maker Space



Education

- GENERAL ASSEMBLY
- Software Engineering Immersive

12 week intensive bootcamp
practical full stack
GENERAL ASSEMBLY

- (2011)
- AKADEMIE L4, BERLIN
- Software Developer Apprenticeship

Contact



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Projects

- Mushroom records Wordpress site
- Top Prioridee
- Devil's advocate - Eliza project