

LUCILLE ABLETT

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React • React Native • TypeScript • Ruby • Python

Software engineer with commercial experience building web and mobile applications, building on a broader technical background of geology and data science. I care about code quality, user experience, and working with great teams to solve meaningful problems.

Professional Experience

Software Engineer **Olio, Remote, UK** **November 2021 - May 2024**

- Migrated Olio Collect **React** codebase from **Ruby on Rails** to **Next.js** as sole React developer, delivering subsequent feature roadmap **6 weeks ahead of schedule**.
- Delivered **React Native** features whilst modernising codebase to best practices, replacing implementation-level tests with feature-focused testing (**TypeScript**, **React Testing Library**, **TestCafe**).
- Led redesign of **React Native** ratings flow in collaboration with product and design, eliminating a critical trust issue where users were blocking each other to avoid low ratings.
- Self-taught **Ruby on Rails**, delivering trust and safety features including flag reporting, scam detection, and automated content moderation using **ChatGPT**.
- Served as **Scrum Master**, removing process friction by establishing ticket readiness standards and facilitating efficient ceremonies; repeatedly requested to return to the role.

Software Engineer **60 Decibels Inc, Remote, UK** **April 2020 - October 2021**

- Built client-facing portal for social impact measurement using **React**, **Redux**, **GraphQL**, and **Prisma**, featuring performance dashboards and self-service survey creation.
- Created automated data processing pipelines to ingest and validate survey data and calculate metrics for client insights, using **Python**, **SQLAlchemy**, and **Docker**.
- Wrote comprehensive unit, integration, and e2e tests using **Jest**, **Enzyme**, and **EasyGraphQL**, achieving over 90% code coverage.
- Monitored production systems using **Sentry** and **LogDNA** to identify and mitigate potential issues.
- Mentored colleagues and shared knowledge through feature documentation, technical workshops, and company-wide product demonstrations.
- **Additional technologies:** Git/GitHub, Codeship, Auth0, Intercom, AWS S3.

Data Scientist **Anglo American, London, UK** **May 2018 – September 2019**

- Self-taught Python for data science, developing machine learning models extract value from technical data within 2 weeks of role start.
- Collaborated with internal clients to identify and solve high-impact business use cases.

Mine Geologist	First Quantum Minerals Ltd, Zambia	July 2013 – June 2016
<ul style="list-style-type: none"> Handled complete geoscience data workflow from capture through to interpretation and reporting. Co-designed and built SQL mineralogical database for Sentinel Mine. Led technical projects and delivered comprehensive reports and recommendations for resource exploration. Mentored graduate geologists and managed sample collection teams across multiple sites. 		

Volunteer Leadership

Theme Camp Co-Lead	Nowhere Festival (Spain) & UK Burning Man Events	2018 - present
<ul style="list-style-type: none"> Co-led international community of up to 70 members in an off-grid, desert environment, overseeing planning, logistics, budgeting, volunteer coordination, and on-site operations. Led kitchen operations for 30-70 member camps, coordinating meal planning, procurement, and volunteer rotas, ensuring reliable meals for the community. Managed electrical grid infrastructure using QGIS, calculating power consumption and coordinating distribution across multiple camps. 		

Qualifications

MSc Spatio-Temporal Analytics & Big Data Mining	UCL	2016-2017
<ul style="list-style-type: none"> Classification: Distinction. Awards: Hart Prize for Most Distinguished Work. Relevant modules: Web & Mobile GIS: Apps and Programming (92%), Spatial Databases (82%). Research Project: Machine Learning for Mineral Prospectivity Mapping (77%): <ul style="list-style-type: none"> Comparison of machine learning algorithms for predictive modelling and mapping of mineralisation in SW England, in collaboration with the British Geological Survey. Technologies: Python, JavaScript, HTML/CSS, R, PostgreSQL, PostGIS. 		
MGeol (Hons) Geology with Geophysics	University of Leicester	2009 – 2013
<ul style="list-style-type: none"> Classification: 2:1. 		

Interests

Experimental baking, origami and paper art, science fiction, logic and spatial reasoning puzzles, hiking.