

LUCILLE ABLETT

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React • React Native • TypeScript • Ruby • Python

Full-stack software engineer with commercial experience across web and mobile applications, building on a broader technical background of geology and data science. Strong collaborator who works effectively across product, design, and engineering to solve real problems and deliver quality solutions. Seeking remote-first roles with mission-driven organisations.

Professional Experience

Software Engineer Olio, Remote, UK

November 2021 – May 2024

- Led cross-functional redesign of **React Native** user ratings flow in collaboration with product and design, eliminating a loophole where users were blocking each other to avoid low ratings.
- 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 the modernising codebase, including updating to **TypeScript**, refactoring legacy code, and implementing feature-focused testing to improve maintainability (**React Testing Library** and **TestCafe**).
- Self-taught **Ruby on Rails**, delivering backend 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 and developed machine learning models to extract value from technical data, delivering proof-of-concept models 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**

- Handled complete geoscience data workflow from capture through to interpretation and reporting.
- Self-taught Datamine's proprietary **scripting** language to automate geological workflows, eliminating manual processes and improving efficiency.
- Co-designed and built **SQL** mineralogical database for Sentinel Mine.
- Led technical projects and delivered 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**

- 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**

- **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%):
 - 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**

- **Classification:** 2:1.

Interests

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