

Shaun O'Connell

Lead Front-end Developer and Interaction Designer

With over 23 years of relevant web development, design, and research experience, Shaun is a valuable contributor to any web or web application development project. He is also a capable speaker, tutor, and advocate for the Open Web and Web Standards. Resilience, performance, sharing, and quality are some of Shaun's guiding principles.

Work experience

2024

Lead Front-end Developer at tactile.co.za

January, 2007 to present day

Consulting and contracting as a front-end developer, building design systems, static sites, and web applications.

I've also been developing my own UI pattern library. Examples include:

- [Vanilla's Pattern Library](#)
- [Te Whatu Ora, UI pattern library POC](#)
- [Lil' Regie's front-end workshop](#)

2023

Technical Lead, Design Systems (Contract) at [Te Whatu Ora, Health NZ](#)

July, 2023 to November, 2023

Te Whatu Ora's Data & Digital team wanted a second opinion on their fledgling Design System. They called me in to both consult on this Design System, but also help with general development tasks.

2022

Senior Front-end Developer at [Ackama](#)

October, 2021 to June, 2022

Upon returning to New Zealand, I wanted to continue working in a socially-conscious way, so I joined Ackama. I worked on various CMS themes for non-profits, and government organisations.

2020

Front-end Development Teacher (Volunteer, Contract) at [Onja](#)

December, 2019 to October, 2020

This opportunity was a chance to exercise my tutoring skills and do something meaningful: enrich the lives of 20 students. So, in early 2020, I fly to Madagascar, and worked on delivering a custom curriculum in Git, Bash, web development, and later specialising in front-end development.

The students, having never touched a computer before, (and having only learned entry-level English the year prior) flourished. It felt truly meaningful to be a contributor in their progress.

Feel free to [read more about this adventure on my blog](#).

2019

Design Systems Developer at [Flick Electric co.](#)

April, 2018 to December, 2019

After contract web performance optimisations for Flick were completed, I had an opportunity to join the Product team. Here, we created Flick's Design System, maintaining consistency and reliability in the web-based UI.

This Design System was used in seven distinct Rails front-ends, and on the company blog.

2017

Senior Front-end Developer & Interaction Designer at [Abletech](#) and [AddressFinder](#)

October, 2014 to October, 2017

With Abletech's help, I relocated to New Zealand, where I worked on both the internal product, AddressFinder, and as a consultant for Abletech's clients.

Most of the work was in Ruby on Rails front-ends, and building complimentary pattern libraries using Middleman.

One of the highlights of my time at Abletech was working on Trade Me's design system: [Tangram](#).

2014

Front-end Developer & Interaction Designer at various South African organisations

January, 1999 to August, 2014

After a 4-month course in COBOL, I worked at [Dimension Data](#).

It wasn't until I joined the web development division that I felt like I had found my niche.

I then worked in South Africa for several other organisations over 11 years, including: [22seven](#), [Kalahari.com](#), [Yola](#), [CareerJunction](#).

At Yola, I worked with both the product and the engineering teams, doing low-fi design, and then implementing it during development.

During my time with [Consology](#), I was responsible for developing and theming a white-labelled self-service web application for [Oracle](#).

1998

Junior Web Developer

My career started with "Sam's Teach Yourself HTML 3", I started making websites in 1998 shortly thereafter.

Skills

- HTML, XML, YAML, Markdown
- CSS, Sass
- JavaScript, Node.js, PWAs, Service Workers, DOM
- Mentoring, training, paired-programming
- Web Standards, Accessibility, Web Components
- Design Systems, Pattern Library, and Component Library Development
- Web Performance Optimisations
- User Research, Usability Testing, Surveying, RITE
- Interaction Design, Wireframing, and Storyboarding

Interests

- Volunteering** I work in my spare time as a volunteer. Offering mentorship to junior web developers, as well as aiding conservation efforts.
- Gaming** I love the intricacies, rules, and systems in modern board-games, computer games, and role-playing games such as Dungeons & Dragons.
- Lego Technics** Amateur robotics and mechanical engineering with these amazing toys.
- Photography** An amateur at best, but I love landscape, bird, macro, and long-exposure/space photography.

Get in touch

- Visit my site: tactile.co.za
- Email me: shaun@tactile.co.za
- [LinkedIn: ndorfin](#)
- [SEEK: ndorfin](#)
- [GitHub: ndorfin](#)

The latest version of this CV is available online at ndorfin.github.io/cv