

Senior Software Engineer with a focus on polished UIs, developer experience, and type-safety.

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## EXPERIENCE

Foundation Labs, Inc.

### **Senior Frontend Engineer (L5)**

Apr 2022 — Present

- Shipped Rodeo's one-tap transaction experiences using Smart Accounts and gas sponsorship, eliminating wallet friction from core user flows.
- Migrated foundation.app to multi-chain (Base + Ethereum Mainnet) and transitioned Rodeo from Base ETH to USDC, reducing transaction costs and latency.
- Established strict TypeScript conventions (discriminated unions, type predicates, branded errors), catching errors at build-time instead of in production.
- Introduced Relay GraphQL patterns into our API server, enabling automatic data normalization in our client apps.
- Built codegen tooling to convert Solidity ABIs and GraphQL schemas into TypeScript libraries, adopted by all frontend engineers.
- Led frontend development for Aura, a prediction app with gesture-driven interactions and polished animations.
- Shipped Apple Pay fiat onramp using Swift and Expo Native Modules.
- Shipped MarketUtils, a Solidity smart contract consolidating market fees, rewards, and payout logic into a reusable contract.
- Owned CI for all frontend projects: linting, type-checking, unit tests, deployment pipelines.

CodeSandbox

### **Product Engineer**

Mar 2021 — Mar 2022

- Shipped core features for CodeSandbox's collaborative web IDE and SDKs.
- Created starter templates for Gatsby, Next.js, and other popular web frameworks.

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### **Senior Software Engineer**

Jul 2020 — Mar 2021

- Worked directly with the CTO to build frontends for an on-demand workspace platform.
- Adopted gRPC for type-safe client-server communication. Wrote E2E tests using Playwright.

Sticker Mule

## **Team Lead & Senior Software Engineer**

2017 — 2020

- Led 'Dev-UX', a team of Senior Frontend engineers.
- Built a Design System component gallery used across customer-facing and internal apps.
- Used Next.js, GraphQL, and TypeScript to extract micro-frontends from a Ruby on Rails monolith.

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## **Product Designer**

2016 — 2017

- Built marketing pages and designed the core product UI.
- Introduced a style guide to standardize design across the product and marketing materials.

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## **Head of Product**

2013 — 2016

- Hired into a marketing role; grew into web design, frontend development, and product thinking.
- Collaborated with engineers to launch feedback capture, reporting and analytics products.

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## EDUCATION

Heriot-Watt University

## **First Class MA (Hons) International Business**

2009 — 2013

- Dissertation on the implications of social media for SMEs.
- Year abroad at the Australian National University in Canberra.

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## INTERESTS

Design systems, AI orchestration, generative art.