John-Paul Holt

User Experience & Front End Engineer

Employment History

2025 - Present : Senior Front End Engineer, Synthesia

I eorked extenstively on the Synthesia Studio App, in particular the UI for Avatars & Voice editing, as well as integrating B-Roll AI videos and images, and tooling that enables users to create ultra-realistic, branded AI avatars using professional avatars, or even themselves.

2023 : Senior Front End Developer, Phaidra

Phaidra is a startup the specialises in artificial intelligence for industrial applications. My role involves building advanced UI components that help visualise machine learning, both for the end customer and also the in-house Solutions Engineers.

2019 : Senior UX Engineer, Google Health

Architected and built "Care Studio Mobile", a cross-platform app for clinicians that runs on both mobile and web using the same source code. Other projects include COVID-19 Response for the NHS / Department of Health, Digital National Early Warning Score, and NHS Dashboards.

2013 : Senior UX Engineer, DeepMind

Worked on providing a range of web apps and websites ranging from Machine Learning with e-Commerce, to visualising Reinforcement Learning, to Healthcare app prototyping Notable contributions include building DeepMind's intranet, and the AlphaGo timing system.

2012 : Front End Developer, Photobox

I was asked to take a short-term contract to help with the Front End Development of "Cards By PhotoBox" - a concept site with a completely new look and feel to other PhotoBox sites.

2012 : Front End Developer, Channel 4

Contract role involved working on Channel 4's websites, including 4OD, More4, E4, etc. Extensive use of optimised JavaScript, HTML, and brand implementation using stylesheets.

2004 : IT Manager, User Experience Platform, Nokia UK

Created and maintained the Nokia Intranet look & feel, including elements from the 2011 corporate rebranding. Designed and implemented corporate systems, including the "Nokia Web Bank", Provided service and support for User Experience, including website prototyping and proof-of-concept for Nokia's Design, Marketing, and SWE divisions.

2002 : UI Developer, Bertelsmann Media Group (now Sony Music)

Worked as the main Java + Web UI Designer for "Workflow", a project designed to enable BMG to release their music more efficiently in the UK from conception to production.

Education

BSc (Hons) Computer Science, University of Leicester.

Key Interests

Web Applications

Mobile Applications

Prototyping

Design Systems

General User Experience

Engineering Experience

TypeScript

JavaScript (inc. Node, BUN, etc)

React (inc. Redux/RTK/MobX)

AI Coding (Cursor, VScode, etc)

Testing Frameworks (Cypress, Jest)

Google Cloud (inc. AppEngine)

WebGL (ThreeJS)

Dart (inc. Flutter)

HTML (inc. HTML5,)

WebPack / NPM / Yarn

CSS (inc. Styled, SASS, etc)

SQL / NoSQL (inc. MongoDB)

Design Experience

Figma (inc. plugin development)

Design Languages (inc. Accessibility)

Design Tokens

Adobe Photoshop

Adobe Illustrator

Adobe Animate

Adobe InDesign

Location

I live in London, UK

I have a full driving license

Fully equipped to work remotely if needed