Pedr Browne
Software Engineer

I'm an experienced software developer, with the last decade focussed on front-end app development within the React ecosystem, but drawing from previous experience building server-based sites and mobile apps. I write lean, well-tested code using the best bits of functional programming, while keeping the code easy to read and reason about. I'm comfortable collaborating on prototypes and with designers, defining and refining spec alongside engineers, or discussing features with stakeholders. Pragmatic in my approach, adaptable and inquisitive, I find the work I do endlessly interesting, and ultimately very satisfying. If I wasn't writing code for a living. I'd be doing it for fun.

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Core Skills

- JavaScript 10 years+.
- React ecosystem 8 years including Redux.
- TypeScript 1 year.
- CSS 10 years+ (Tailwind, Styled-Components, CSS Modules, Sass).
- Backend experience with Rails, Node and Next.
- Experience across development process from specification, through design/UX, wire-framing, prototyping, build, revision, and QA.
- Strong emphasis on unit, e2e and component testing (Jest, Vitest, Cypress, Playwright).
- Git, including Github and Gitlab workflows
- VSCode with Copilot and Claude
- Maintained CI pipelines (Gitlab CI, GitHub Acts.).

- Experienced with consuming and specifying RESTful and GraphQL APIs, both cookie-based and JWT auth (URQL, React Query, Axios).
- Written and maintained complex docs and style guides (Storybook, Postman, Notion).
- Familiar with common development tooling, including Webpack, Vite, Babel, ESlint, Prettier, Husky, Commitlint, Semantic Release etc.
- Researching and evaluating third-party code, platforms and infrastructure.
- Strong communicator, comfortable working remotely, independently or within a team.
- Quick to adapt to different environments, technologies and project management styles.
- Drive to learn and experiment with new tech.

Employment History

Sleepstation
Senior Front-End Developer
Jul 2018–May 2024
Insomnia Treatment App
sleepstation.org.uk
React, Redux, Styled-Components, GraphQL, URQL, Jest, Cypress, Storybook, Gatsby, Rails

- Front-end lead role on product dev team.
- Architected, built, and maintained multiple FEs for service-users and company personel.
- Worked closely with designers, front- and back-end developers and Technical Director to define requirements, estimates and timelines.
- Maintained monorepo, documentation, unit and e2e tests, style guide, and Gitlab CI pipelines.
- Mentored junior developers through paired programming and collaborative code reviews.

From 2005–2018 I worked as a consultant software engineer and developer, engineering solutions for a wide variety of clients. This is a small selection of my clients from that period.

Scribblar
Senior Front-End Developer & UX Designer
2017–18
Collaborative whiteboard
scribblar.com
React, Styled-Components, Jest

- Worked with stakeholders to document and define functionality and approach to V2 of app.
- Created UI wireframes and prototypes.
- Built app layout and components.

TriNetX
Senior Front-End Developer
2014–2017
Pharmaceutical trial and research platform
trinetx.com
React, Redux, Sass, Styled-Components, Jest

- Heavily involved in MVP and V1 release, from initial wireframes to successful delivery.
- Built complex components including charts and dashboards for exploring large data-sets.
- Worked closely with stakeholders, designers and UX to specify components and functionality.

Intercity
Full-Stack Developer
2014–2018
intercitystudio.com
Branding and design consultancy
Rails, Sass, JavaScript

- Built and maintained websites for Intercity's clients as well as their own company site.
- Worked closely with designers to deliver pixel-perfect layouts and diverse functionality.
- Built custom content-management systems.

Institute of Development Studies (IDS)
Web Developer
2014–2016
ids.ac.uk
Educational and research institution
Rails, Sass, JavaScript

- Designed and built research archive for Pathways, an NGO promoting Women's Rights.
- Designed and built educational platform and online interactive teaching resources for universities and community groups.

Recent Personal Projects

github.com/undistraction/coons-patch
TypeScript, Vitest.
Package for creating a coons-patch surface from cubic Bezier curves and calculating the coordinates of surface points.

github.com/undistraction/warp-grid
TypeScript, Vitest.
Package providing a fully-featured grid system for a deformable two-dimensional grid including access to different types of interpolation and powerful configuration options for columns, rows, gutters and distribution.

github.com/undistraction/warp-grid-editor
TypeScript, React, Tailwind, Vitest, Playwright.
App with complex GUI for editing warp grids, including project management features and export to code or SVG.