

Profile

Full-stack engineer (TypeScript, React, Node.js) based in Tokyo, with three years experience building B2B SaaS for enterprise customers, from scoping through implementation to delivery. Particular strengths in frontend architecture, developer tooling and observability.

Details

Nationality	Australian
Visa	Engineer (valid to 2029)

Skills

Languages	English (native), Japanese (conversational)
Programming	TypeScript, JavaScript
Frameworks and Libraries	React, Node.js, NestJS, Socket.IO, Vitest, Jest, Playwright, Vite, Webpack, Storybook
Tools and Platforms	AWS, Sentry, Docker, GitHub Actions
AI Tooling	Claude Code, Codex, Cursor

Experience

Liferay	Tokyo, Japan
Software Engineer (Solutions)	March 2025 – Present
- Working directly with clients to translate requirements into technical solutions while balancing trade-offs between performance, maintainability, and scalability for a highly customised B2B SaaS platform (React, TypeScript) serving tens of thousands of users. - Overhauled project-wide TypeScript and ESLint configurations, establishing stricter engineering standards that improved code consistency and reliability when using AI-assisted development tools. - Replaced a tightly coupled component system with composable primitives and documented them in Storybook, enabling multiple applications to share a consistent branded experience while reducing duplicated UI development. - Re-architected an in-browser report generation service as a message-queue-backed backend microservice, offloading resource-intensive processing from the frontend to improve report generation performance and prevent large reports from blocking the UI. - Built a vendor-agnostic observability library exposing a common interface for error reporting, enabling applications to integrate with monitoring services such as Sentry and eliminating vendor lock-in. - Mentored junior engineers through pair programming, code reviews, and technical walkthroughs; leveraged this experience to overhaul the Software Engineering Trainee Program, enabling new graduates to ship customer-facing features independently within weeks.	
Associate Software Engineer (Solutions)	July 2024 – March 2025
- Migrated from Webpack to Vite and optimised dependencies, cutting build times by 90% and shrinking bundles for faster page loads. - Introduced unit and E2E testing with Jest, React Testing Library, and Playwright, standardising test practices through a shared testing utility framework and increasing overall coverage by 10%.	
Software Engineering Trainee	January 2024 – July 2024
Shipped production code across client projects from the outset; mentored fellow trainees via presentations and one-on-one support.	
Babcock	Adelaide, Australia
Mechanical Engineer	2020 – 2022
Rectified submarine system defects from root-cause analysis to customer acceptance, coordinating engineering and trades teams.	

Projects

Another Hands	Tokyo, JP
Real-time Multiplayer Blackjack	
- Designed an authoritative server with centralised game state, using WebSockets to synchronise client state in real time. - Modelled game flow as an event-sourced state machine, persisting every action as an immutable event to enable deterministic replay. - Deployed containerised on AWS (EC2, Route 53, managed RDS), with Caddy handling TLS termination and reverse proxying.	

Education

Graduate Diploma in Computer Science, University of Melbourne, Weighted Average Mark 84%	2022 – 2023
Bachelor of Engineering (Honours), Mechanical, University of Adelaide, First Class Honours (GPA 6.5/7)	2014 – 2019
Exchange Year, Nagoya University	2016 – 2017