

ALOYS BERGER

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Personal Statement

Self-taught with a growth mindset, I'm driven by curiosity. I've spent the past seven years exploring software development—and I love it. There is always more to learn.

My design skills lead me towards front-end development roles, but I'm just as skilled in full-stack development and thrive on taking on challenges of all kinds.

Skills

- TypeScript
- Node
- Golang
- Lua
- React
- CSS (with or without frameworks)
- API Development
- Relational DBs
- Linux (NixOs)
- Docker/Containerisation
- Automated Testing
- Accessibility
- UX / UI design
- Figma

Experience

Senior UX Engineer | Shorthand - Remote | 05/2023 - Current

- Improve our front-end web app performance, reducing the LCP by about 25% (total speed gains: front-end 60%, back-end 20%).
- Created a component library to promote consistency and enhance accessibility (54+ components).
- Unified design tokens in a design system library.
- Reduced technical debt by migrating legacy CSS to a modular approach (modules, layers).
- Migrated the entire web application to React 18.
- Development of features across our stack (React, Node, Postgres).
- Improved the stability of the end-to-end automated testing suite (Cypress).
- Generated prototypes and collaborated with the design team during the development cycles.

Software Engineer | APAC Techniche - Brisbane, Australia | 04/2022 - 05/2023

- Implemented a modular architecture on the front end, leveraging modern tooling, such as code generators and monorepo manager.

- Designed, developed and delivered user interfaces for networking monitoring features dealing with extensive datasets.
- Established a 'best practice' workflow revolving around test-driven development and CI pipeline.
- Boosted maintainability through separations of concerns between the back end and front end through documented and tested API interfaces.
- Introduced React to uplift the user experience on new and legacy features.
- Migrated legacy JavaScript code to ESM modules and TypeScript.
- Mentored and trained colleagues on modern front end development practices.

Software Engineer | Reaktive - San Francisco, USA | 09/2021 - 04/2022

- Delivered the MVP user interface, featuring advanced animations using Svelte and Framer motion.
- Launched an internal debugging and monitoring tool built with Svelte, using web sockets for real-time communication and D3 to render visualisations.
- Exposure to Rust by developing a proxy API on top of our hypervisor.

Front End Developer | Chalk Technology - Remote | 08/2020 - 08/2021

- Developed the mobile application using React, Styled Components and Capacitor
- Piloted beta testing with customers, collecting feedback and participating in the company features road map.
- Oversaw the API testing and documentation using Postman.
- Exposure to development within a Kubernetes and Docker environment.

Full Stack Developer | Freelance - Remote | 03/2019 - 08/2021

- Designed, built and maintained a medical note-taking application using Vue and Laravel (long-term project [2+ years]).
- Designed and launched multiple websites and small-scale web applications.

Education

ENSTIMA | Ales, France | 07/2014

Master: Construction Management

Links

- <https://github.com/alloysb>
- <https://alloysb.xyz>

Languages

Outdoor sports: paragliding, kite-surfing, surfing, skiing, cycling, free-diving.
Mechanical keyboards, and as a general rule, tinkering with tech.

References

References available upon request.