

# Andrew Mason

[coderonfire.com](http://coderonfire.com) | [linked-in](#) | [andrew@coderonfire.com](mailto:andrew@coderonfire.com) | [07908 493 094](tel:07908493094)

As a dedicated Senior Design Engineer, I excel at blending design and technology to create captivating web experiences. My expertise with web technologies and interactive media, combined with a keen interest in emerging tech like Machine Learning, enables me to deliver innovative user interfaces. I thrive in collaborative environments, using my skills to enhance user experiences and drive impactful digital storytelling.

## Skills

Programming	Tools & Frameworks	Web Development	Software	Cloud & OS
JavaScript - ESNext	React - Preact	UX responsive design	VSCode	AWS - Azure - GCP
TypeScript	Three.js - Pixie.js	Performance	Chrome DevTools	Serverless functions
CSS - Sass	Generative AI	Media optimisations	Figma	CDNs - REST APIs
HTML5	Machine Learning	WebGL	Photoshop - Gimp	Linux
Node.js - Deno - Bun	Webpack - Esbuild	Progressive Web Apps	Illustrator	Mac
Bash - Shell	Git - Perforce	Accessibility - WAI	FFmpeg	Windows

## Experience

### UI Engineer | Rare Aug 2022 – March 2024

My role at Rare was to deliver [UI features for Sea of Thieves](#) and prototype UI for their next-gen title, EverWild.

- Coded UI components and services for Sea of Thieves using TypeScript, SASS and Coherent Gameface.
- Developed prototypes demonstrating advanced UI features in Rare's next-gen game, Everwild.
- Provided technical expertise during creative sessions, collaborating directly with designers using Figma to turn designs into interactive UI components.
- Conducted research on the latest industry technologies, ensuring cutting-edge solutions for in-game UI.
- Optimise in-game UI performance and memory usage using Chrome DevTools and Xbox PIX captures.
- Authored, unit-tests, JSON data contracts and TypeScript definitions for Unreal event models.
- Improved workflow efficiency by analysing UI deployments, reducing unit test runtime by 90% and build times by 16 minutes.

### Senior Prototyper | The Telegraph Jul 2018 – Apr 2022

Worked within the Product team, collaborating with designers and journalists to create prototypes, interactive web experiences, and visual stories:

- Created [Milton](#), an award-winning open-source Figma plugin using TypeScript and React that allows designers to convert Figma designs into responsive HTML with just a few clicks.
- Developed [“A Year in Lockdown”](#) an interactive scrolling story built with a custom in-browser editor, achieving over 100K views and a 15-minute average dwell time, and an SND award.
- Built a [video-wall interactive](#) for the newsroom and lobby, animating real-time captures of the Telegraph's homepage and print paper. The frontend was powered by TypeScript, React, and Pixi.js, while the server used Node.js, Puppeteer, Google Cloud Functions, and Firebase.
- Developed a React app, enabling video editors to create [embeddable animations using Lottie JSON](#), complete with a GUI for customization and a self-contained HTML output.

## UI Engineer | **Simplr** Feb 2018 – May 2018

- Developed UI components in React, Redux, and Immutable.js for a large-scale single-page application.
- Authored RESTful JSON API specifications for Salesforce Database engineers.

## Creative technologist | **The Guardian** Nov 2011 – Oct 2017

Part of the Interactive team, I developed bespoke data visualisations and interactive experiences.

- Led the technical delivery of several interactive [virtual reality episodes](#).
- Oversaw external development of the Guardian VR platform on Google Cardboard/Daydream, and Gear VR.
- Created the [WebGL 6x9 promotional](#) site using three.js, shaders, and custom animation tools.
- Created live [election data-dashboards](#) using D3 and powered by Node.js and S3.
- Built in-house tools allowing designers to embed illustrations directly onto the Guardian website.

## Front-end developer | **BBC** Apr 2010 – Nov 2011

- Developed UI for the [BBC homepage redesign](#).
- Produced WCAG AAA compliant code, supporting a broad range of web browsers.
- Collaborated with UX designers to prototype and validate UI interactions.

## Senior developer | **Digitas (AKQA)** Mar 2008 – Apr 2010

- Managed UI development of a multilingual booking system in Dubai.
- Established an internal innovation lab to foster collaboration between design and development teams.
- Created and presented proof-of-concept prototypes for client pitches.

## Education

---

### BA (Hons) Creative Multimedia | **Teesside University** 2001 – 2005

- Developed a point-and-click adventure game with an audio-only interface for the visually impaired.
- Studied Human-Computer Interaction and multimedia creation, including video and audio production, 3D modelling, and web development.

## Personal interests

---

- Enthusiastic about developing Local Large Language Models (LLM) using tools like llama.cpp and Ollama, exploring their potential for offline AI applications.
- Passionate about machine learning and generative AI, and experimenting with new models and techniques.
- I enjoy creating art projects exploring themes such as [privacy and surveillance of webcams](#), drawing inspiration from Philip K. Dick's work.
- Developed a [glitch generation tool](#) to experiment with databending of images and learn about the technical details of JPEG compression artefacts.
- I have a strong interest in both retro and modern video games, as well as 8-bit computing and 3D rendering technology.
- I'm fascinated by the Demoscene, a community of artists and programmers who create demos within strict technical constraints, as well as 64K demos and ROM hacking.
- Keen on reverse engineering, performance analysis, and internet security.