Andrew Mason
Senior Front-end Developer

coderonfire.com | LinkedIn | andrew@coderonfire.com | 07908 493 094

With over 15 years of experience as a senior front-end developer, I specialise in creating accessible web interfaces using the latest technologies, including TypeScript and best design practices. My career highlights include leading award-winning projects at The Guardian, developing Figma plugins at The Telegraph, and building game UIs at Microsoft Studios. I thrive in fast-paced, collaborative environments and am passionate about pushing the boundaries of web development.

Skills

Programming	Tools	Web UI	Software	Cloud & OS
TypeScript	React, Preact	Responsive design	Figma	AWS, Azure, GCP
JavaScript	Webpack, Esbuild	Accessibility, WAI	Adobe CC	Serverless functions
HTML, CSS	Unit Tests, Jasmine	Browser Testing	VSCode	CDNs, REST APIs
HTTP APIs	Git, Perforce	Mobile optimisation	CLI, Terminal	Linux, Mac, Windows

Experience

UI Engineer l Rare (Xbox Game Studio) 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.
- Optimised 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 l 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 winning 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 customisation and a self-contained HTML output.

UI Engineer l Simpplr   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 l 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 l 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 l 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 l 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

- Experimenting with machine learning and AI, especially how they can be used as assistive tools.
- Interested in retro and modern video games, as well as 8-bit computing and 3D rendering technology.
- 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'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.