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CV

Biography
Personal

Throughout my career, I have gained broad experience across a wide range of technologies, developing into a well-rounded full-stack engineer with a strong focus on design quality and adaptability. I am naturally curious and thrive on solving complex problems across different domains.

Over the past 10 years, my primary focus has been on TypeScript, Node, and React, where I've built deep expertise in the modern web build chain and large-scale application development. Alongside this, I've developed strong skills in accessibility, testing, pipeline development, and CI/CD, applying them regularly to deliver high-quality, scalable solutions.

Earlier in my career, I worked extensively with PHP, MySQL, HTML, JavaScript, and CSS/SASS, deploying on Linux server platforms. From there, I moved into building web applications, adopting single-page frameworks, and deploying to cloud environments before transitioning into my current TypeScript/Node/React focus.

At Microsoft, I have further advanced both technically and professionally, leveraging world-class resources while sharpening my collaboration and leadership skills. I am equally effective working independently, mentoring and leading teams, or collaborating one-on-one to deliver impactful solutions.

Education
Tertiary

Queensland University Of Technology
Bachelor of Communication Design, Creative Industries
Brisbane, Queensland, Australia
2003—2004

James Cook University
Bachelor of Communication Design
Townsville, Queensland, Australia
2001—2002

CV

Microsoft
2016—Present

I'm currently a Principal UX Engineer at Microsoft, working within the Experiences + Devices organization. In this role, I spend my time developing and bootstrapping new ideas, collaborating closely with partner teams, and exploring opportunities that push both design and engineering forward.

A big part of my work also involves mentoring and supporting colleagues, helping them grow while sharing what I've learned along the way. The role gives me the chance to balance hands-on building with guiding others, which keeps things both challenging and rewarding.

Below is a selection of key projects I contributed to during my time at Microsoft.

Copilot Refresh

I contributed to the refresh of M365 Copilot, which launched in May 2025. My initial focus was on prototyping to validate design thinking and communicate direction to leadership. Following the success of that work, I supported the engineering effort by delivering UX engineering contributions that improved design fidelity, accessibility, and performance. I also helped integrate Fluent UI more deeply into the production app, ensuring closer alignment with updated designs.

AI Generative UI

As a core member of an initiative exploring generative AI product concepts within the M365 suite and Copilot, I provided both creative input and engineering support. My work included building React + TypeScript client experiences as well as developing and deploying Azure-hosted NodeJS and Python services to power these prototypes.

This effort led to multiple innovative explorations of generative user interfaces through AI prompt engineering. The success of the initial phase established generative UI as the central focus of my current team, driving continued research into bridging services like Microsoft Graph with AI-driven experiences.

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Microsoft
2016—Present

Expression Illustration Refresh

I supported the Expression Illustration refresh project, which introduced a new illustration style across Office, Teams, Xbox, and Microsoft Sign-in/Sign-out experiences. My role focused on technical implementation, this involved exploring emerging raster formats such as AV1/AVIF, HEVC/HEIF, and JPEG XL, alongside advanced image optimization techniques like quantization-based compression. These efforts reduced file sizes while preserving quality, improving performance across multiple product surfaces.

Design Tooling

To support Microsoft's transition from desktop-based tools to modern web-based design workflows, I led engineering contributions to overhaul our Figma plugin ecosystem. This included modernizing the technology stack, improving the build pipeline, reducing crashes, and streamlining deployment.

As a result, Microsoft's Figma plugins now serve nearly a million users worldwide and have become widely recognized within the design community for their stability and usability.

Integrated Prototype

At the request of Office leadership, I developed a rapid prototype showcasing a transformation of the collapsible ribbon in the web suite. This evolved into the Integrated Prototype, a collection of high-fidelity React prototypes designed to test and validate new design directions for Office online.

Over time, the project grew into a full React component library, structured with Lerna to manage multiple interdependent packages. With strong demand for validating new design concepts, the initiative expanded into a year-long effort that laid the foundation for a comprehensive React Design System used in building a suite of Small Business Applications.

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Self Employed
2007—2016

I worked as a freelance developer, partnering with creative agencies and independent designers to build websites and web applications.

I've always cared deeply about design accuracy and delivering high-quality work, which helped me stay in demand throughout my freelance career. During this time, I had the chance to collaborate with a wide range of creative professionals, studios and clients around the world.

I also built and scaled Addition Apps, a suite of Shopify apps that provided carrier shipping services for e-commerce merchants. These apps offered real-time shipping rates and label generation, supporting a large user base across many merchant stores.

Addition Apps was later acquired by a private holding company.

Various Agencies
2004—2007

Early in my career, I worked at several local studios where I gained broad experience across print design, technical illustration, web design, and development.

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Speaking engagements

Social

Microsoft Creative Series: Sydney, NSW, Australia
Jun 2019

Analogue/Digital: Brisbane, QLD, Australia
May 2013

Insight #10 - Apple Store: Sydney, NSW, Australia
Feb 2012

Community

Volunteering

Australian Infront
Developer / Management / Contributor
Jan 2010 - Jun 2018

Australian Infront served as a collaborative project platform and a prominent launch pad for Australian designers, artists, companies, and various design-related services. Commencing in 2010, I assumed the pivotal role of overseeing all development aspects of the platform while concurrently sharing responsibility for company management.

Reference

Professional

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