

Reece Lucas, Senior Software Engineer

I'm an experienced software engineer who enjoys working in cross-functional teams to build inclusive, user-centric digital products.

WORK EXPERIENCE

2019 - Current

Red Badger, Senior Software Engineer

- Delivered an international payments application for a global bank.
 Developed a component library to support application development and scaled this for use by hundreds of engineers across multiple teams.
- Built a suite of real-time, low-latency applications for a trading company.
 Worked in a blended team to upskill in-house engineers and promote modern engineering practices and agile ways of working.
- Worked closely with product owners and UX designers at a virtual events scale-up to simplify core user journeys and build customer onboarding features, improving trial conversion rate by 11%.

2018 - 2019

BBC, Senior Software Engineer, R&D

- Built, documented, and maintained UI tools and libraries for engineering teams.
- Managed multiple inner source (internal open source) projects in parallel.
- Worked with a broad range of frameworks and tools, including React, Svelte, Vue, GraphQL, CSS-in-JS, Webpack, and Rollup.
- Collaborated with product teams to determine feature requirements, provide integration support, and gather feedback.

2017 - 2018

Deloitte Digital, Senior Software Engineer

- Worked in a cross-functional team on a global Ecommerce platform.
- Conducted a comprehensive code audit and performance review.
- Led a refactoring project, in Vue.js, to address issues identified in the audit, improving TTI by 23% and reducing bounce rate by 14%.
- Managed an offshore team of engineers.
- Mentored junior and mid-level team members; through coaching, pairing, and code reviews.

2014 - 2017

Collective World, Front End Developer

- Led a small front-end team responsible for a broad range of projects, from static marketing sites to large web applications.
- Owned the delivery of features from initial scope, planning, and design, through to implementation, deployment, and production support.
- Collaborated with designers to encourage the adoption of design practices that prioritized performance and accessibility.
- Presented regularly to stakeholders and contributed to client pitches and RFP responses.

2013 - 2014

Meta (formerly Sciencescape), UX Research & Design

- Conducted user research and collaborated with designers and engineers to implement UI changes to address usability "pain points" and improve retention.
- Created functional prototypes, in code, for small-scale A/B testing.

EDUCATION

2009 - 2012

University of Bristol, BSc. Physiological Science, First Class Honours

SKILLS	Languages	Frameworks	Other
	TypeScript	React	Git
	JavaScript/Node	Vue	Design Systems
	GraphQL	Svelte	Accessibility
	HTML5/CSS		Performance Optimisation
			CI/CD