



## THOMAS WINTER

FRONT-END DEVELOPER

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As a front-end developer with over 20 years diverse digital experience, I have worked on a wide variety of websites, design systems and complex digital products.

During that time I gained an excellent understanding of how to bridge the gap between design and development. I am collaborative, pragmatic and have a positive can-do attitude.

What motivates me most is building beautiful user interfaces that are highly performant, usable for everyone and scale well, and I'm confident working on complex engineering challenges.

### KEY SKILLS

- Excellent understanding of React, TypeScript, CSS, HTML and JS tooling,
- Highly accomplished and focused on building beautiful, performant and accessible user experiences.
- Confident building features for complex React applications, including state management and fetching data from GraphQL or REST APIs.
- Solid experience creating scalable and maintainable component libraries, leveraging established libraries (such as Radix) when sensible.
- Constantly aiming to improve code quality, encouraging higher levels of test coverage (via Jest, RTL, Chromatic, etc) and frequent code reviews.
- Plenty of experience collaborating as part of cross-functional Agile teams, whilst flexible to adapt to any other established work methodologies.
- Comfortable mentoring other team members and conducting staff/client training.

### In addition

- My career started in the pre-press sector where I became enthusiastic about typography and automating print processes.
- Technologies I have worked with in the past include Rails, Django, MySQL, PHP, Apple-Script, XSLT, Flash & AS and the odd bit of system administration.
- Native German and fluent in English, Catalan and Spanish.

## EXPERIENCE

### Front-End Developer (Contract), Wellington and remote

**Koordinates**, December 2021 – January 2024

I am helping the team to finish the React rebuild of their GIS data management platform by building features, improving responsive behaviour and componentising UI patterns.

**Springload**, March 2021 – December 2021

For the duration of this contract I was based at Xero, working on their app modernisation project, rebuilding the invoicing front-end in React and TypeScript.

**The Co-operative Bank**, February 2020 – February 2021

I helped Co-op to mature their component library and to migrate older codebases over to React, focusing on improving usability, performance, accessibility and maintainability.

**Bank of New Zealand**, September 2019 – February 2020

Our UX-research focussed product team worked on building a new payments flow for the business banking web-app, which I also provided valuable accessibility improvements to.

**Flux Federation**, January 2019 – August 2019

As a member of Flux's newly created front-end team we established a design system and component library for React and Rails.

**Westpac New Zealand**, December 2017 – June 2018

I built and helped integrate Westpac's new design system, consisting of a React component library, a prototyping sandpit and documentation. Essential to this position was running workshops and 1-on-1s about the components, scalable CSS and web accessibility.

### Senior Front-End Developer, Koordinates, Wellington

August 2016 – December 2017

My main tasks were to build a new UI for the Koordinates data management platform and authentication service, as well as setting up a new admin application using React.

### Senior Front-End Developer, Springload, Wellington

October 2013 – August 2016

I was responsible for building high performant front-end assets as well as setting up build tools and supporting junior staff members.

Some projects I worked on were the Klim Type Foundry website, Kiwibank personal banking re-design, NZ Festival website, Forsyth Barr Investment Insights app and a data-visualisation proof of concept for Kiwi Wealth.

### Freelance Media Designer & Web Developer, Barcelona

November 2001 – September 2013

I worked on projects for local agencies as well as remotely for clients in Germany.

Most projects were full stack web developments with a strong focus on design, usability, accessibility, SEO and browser compatibility. I also handled project management and development of a publishing workflow for printed and digital teaching material.

### Media Designer for Digital and Print, Julius Fröbus, Köln, Germany

August 1998 – October 2001

I started my training in desktop publishing and later moved into the IT department, automating print processes and developing for the web with Flash, HTML and Intershop.