

Kevin Flynn

Front-End / Full-Stack Engineer | Vue & Nuxt Specialist Sydney-based | Full Australian Working Rights

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Recently relocated to Sydney from London; available for immediate start.

SUMMARY

Product-focused **Full-Stack Engineer** specialising in Vue / Nuxt with 6+ years of experience building high-performance, design-led web applications. I bridge the gap between complex Node/AWS backends and pixel-perfect, responsive frontends.

With a 10-year career in Technical Animation (LEGO games), I bring a unique "Product-First" engineering mindset to the web. I have experience of building out Vue-based component libraries, collaborating on critical migrations, and implementing rigorous TDD standards to achieve over 90% code coverage. I thrive on solving complex problems by managing cross-team dependencies across multi-Scrum environments to optimising Core Web Vitals and partnering with stakeholders to translate business vision into an effective solution.

TECHNICAL EXPERTISE

- Expert / Daily Use: Nuxt, Vue, TypeScript, Node.js, SASS, Git, TDD, Agile / Scrum, CI / CD.
- Proficient / Experienced: Next, React, Python, SQL, Docker, AWS, Vitest / Cypress.
- Foundational / Legacy: PHP, Django, Nginx, Caddy.

PROFESSIONAL EXPERIENCE

Bionic (London, UK) | Full-Stack Developer | Apr 2023 – Oct 2025

B2B business energy, telco and insurance comparison service.

- **Rails to Vue Re-platform:** Involved in re-platforming a legacy Ruby-on-Rails project to a Vue 3 / Nuxt 3 micro-frontend architecture resolving long-term maintenance risks.
- **Cloud & Infrastructure:** Integrated AWS Secrets Manager and managed blue-green (Canary) deployments, ensuring zero-downtime releases for the services. Introduced alerts as part of BCP (business contingency process) framework
- **Improved Architecture:** Contributed to the rebuild of a monolithic project into a microservices based approach to improve stability and development speed all whilst still maintaining 'lights-on'.
- **SEO:** Carried out a large scale code-split and other architectural changes on the key landing pages. Resulting in a significant first load improvement and a notable jump in the Google Search rankings (SEO).
- **UI Library:** Built out a Figma-designed components library following designs perfectly whilst maintaining cross-browser/product compatibility as an internal library.
- **Mentorship:** Supported junior developers with helpful code reviews and pair coding.

Collective Food (London, UK) | Full-Stack Developer | Oct 2021 - Jan 2023

Wholesale sustainable B2B 'farm to fork' food supplier.

- **Optimised Customer Self-Service:** Streamlined the customer self-service flow by combining a single and recurring delivery slot component, removing all the manual email steps that existed previously.
- **Improved Code Quality:** Refactored code to raise testing standards, increasing unit test coverage to maintain **90%** using Jest, Cypress and Playwright E2E tools.
- **Framework Modernisation:** Updated the UI framework and Vue 2.x to Vue 3.0 (Composition API). This was a large undertaking that involved stages of keeping all tests in sync but the result was a much enhanced mobile experience for customers.
- **Established multi-locale framework:** Successfully launched French version of B2B/B2C website by integrating a multi-locale translation system (i18n) with the intention of implementing a scalable internationalisation framework for future market expansions.

Address Intelligence (London, UK) | Front-End Developer | Oct 2019 - Oct 2021

PropTech platform providing digital-to-print marketing services for real estate.

- **Delivered High-Conversion Prints:** Engineered pixel-perfect, dynamic mailshot templates using advanced Print CSS and SASS. These designs maintained 100% fidelity across complex physical print constraints, directly contributing to high client campaign response rates and brand trust.
- **Recognised for Excellence:** Awarded 'Developer of the Quarter' for consistently delivering critical mailshot campaigns under aggressive deadlines while maintaining zero-defect prints.
- **Framework Modernisation:** Maintained feature parity across services while moving a project from Angular to Vue 2.4.
- **UI Standardisation:** Updated and improved a modular internal UI Kit with comprehensive JSDocs and backwards compatibility testing.

Engineering & Leadership (UK Games Industry) | Apr 2008 – Jan 2019

TT Games (LEGO) - 5yrs, If You Can - 2yrs, 22 Cans - 2yrs, Freelance - 2yrs.

Technical Animator & Tooling Specialist | Python, C#, Unity, Maya.

- **Pipeline Automation:** Developed a foundation in automation and pipeline tooling within the high-pressure AAA video games industry.
- **Cross-Functional Leadership:** Managed small technical teams and led idea-to-implementation across programming, art, and design departments to meet strict production deadlines.

EDUCATION & CURRENT PROJECTS

BA Graphic Design & Illustration | The University of Bolton, UK.

- **BusyBz** | Nuxt, Docker, SQLite3, SASS | <https://www.busy.bz/>
A group-coordination app solving complex date-picking logic for social groups.
- **Minitrack** | Nuxt, Docker, SQLite3, SASS | <https://track.kubedev.co.uk/>
A personal journaling and data-tracking app used daily for 3+ years to master server/app lifecycle.
- **Pomodoro** | Vue, SASS | <https://pomodoro.kubedev.co.uk/>
An experimental, design-led focus timer built to master advanced SASS and UI transitions.