

ANDREW BLOYCE

Senior UX Engineer | 0416 543 812 | andrewbloyce.com

PERSONAL STATEMENT

I am an experienced UX Engineer with a decade of experience designing interfaces and shipping code to production. I build design systems that engineers want to use including living, interactive documentation. I'm a continual learner and have recently been leveraging AI tooling with open-mindedness.

CAPABILITIES

Design Systems	Component design, in-code component implementation, living interactive documentation, accessibility, CSS architecture.
Product Design	Wireframing, prototyping, user research & interviews, Figma, shipping design decisions to production.
Engineering	Javascript/Typescript, React, modern Ruby on Rails (Hotwire), Tailwind, semantic HTML and modern CSS.
AI / Claude Code	Claude code power user (custom skills/commands), have built internal tooling and client facing AI features.

RECENT EMPLOYMENT

Senior Product Designer → Senior UX Engineer | Tanda (workforce.com)

December 2020 - Present

Led a small team of UX Engineers. Architected and delivered Tanda's first in-code design system from scratch (60+ components). Standardised the UI across the entire product suite, drastically reducing visual debt and allowing engineering teams to ship features with pre-tested, accessible building blocks. Built new features from ideation and wire-framing through to implementation in code using a modern rails stack (Hotwire, Stimulus, Tailwind CSS).

Software Developer | Orange Sky

January 2020 - December 2020

Orange Sky provides laundry services to people experiencing homelessness. I worked on the internal volunteer management service along with a SaaS platform called Campfire. Some notable achievements while working at Orange Sky include navigating several successful projects throughout the entire design/development process (including UI/UX, designs, and front end development) and pioneering the adoption of the 'Shape Up' method of work throughout the Orange Sky Tech team.

Front End Engineer | Jumbo Interactive

January 2019 - January 2020

Jumbo is an ASX listed digital retailer of Australian lotteries including OzLotto, Powerball, Mater Prize Homes, and many more. In my role as Programmer I worked on a cross-functional agile team focussing primarily on the web platforms for OzLotteries and other lottery providers. Some of my notable achievements include being one of only two front end developers that launched the Set For Life lottery product, and implementing a UI/UX change for Mater Lotteries that increased conversion from 7.2% to 8.9% - equating to around \$600,000 in extra revenue for Mater to use on research and care.

Front End Developer | Neto Ecommerce

March 2017 - March 2019

As a Front End Web Developer at Neto I worked on a large range of projects including: designing websites using Figma and other graphical software, coding up ecommerce websites based on existing designs, scoping and quoting for custom work, fixing bugs, and implementing website tweaks. During my time at Neto I created 2 premium website themes that are now sold on the Neto webstore - both significant coding works completed in my own time.

Freelance Web Developer

Jan 2016 - March 2017

While honing my skills as a developer I operated in a freelance capacity under the name of Cake Web Solutions. I primarily developed static HTML/CSS/JS websites or used Wordpress if the client required a more complex setup. Through freelancing I greatly refined my web development skills as well as gaining valuable knowledge about client management. I had the opportunity to work with clients like Ballistic Beer and the New Groove Jazz Ensemble.