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Front-end engineering · Data visualisation

Software engineer working across the stack on data-heavy products from the interface down: visualisations and front ends that make complex information useful, the services and data pipelines behind them, and the cloud platforms they run on.

Experience

Archon Tech / Senior Front-end Engineer

Nov 2025 – Present · Copenhagen, Denmark

Joined as a frontend specialist and grew into full-stack and platform ownership across a research-led product group building on-chain financial-risk infrastructure. Work spans four distinct areas, all shipped as production software rather than prototypes.

Data platform and risk modelling.

- Contributed across a Go/Python/TypeScript monorepo indexing Ethereum and L2 state in real time, tracking DeFi lending and DEX positions, and computing required risk capital for institutional allocators.
- Built an independent data path reconciling the platform's on-chain figures against a counterparty's reported balance sheet, replacing per-request HTTP integrations with an indexed pipeline and eliminating a class of silent-degradation bugs.
- Supported the production rollout of a Monte-Carlo risk model and a capacity study measuring peak resident memory across nine markets.
- Root-caused and fixed two production incidents: a TimescaleDB hypertable configuration that defeated chunk pruning and pegged CPU, and a connection pooler OOM that desynchronised database connections mid-transaction.

Frontend architecture and a shared design system.

- Designed and built UIKit, a 17-package TypeScript/React toolkit, with 15 packages published: a Panda CSS design system, visx charting, a virtualised data grid, a schema-driven dashboard engine, and typed HTTP client and mock packages.
- Built the STL front end on UIKit, which is used across Archon's products, prototypes and concepts.
- Added installable contributor guidance, task-specific agents and skills, generated documentation, and configuration and visual-regression checks.
- Found a charting barrel import that added 82 kB minified and restructured packages into lazy tiers, helping reduce a consuming application's entry bundle from 1,004 kB to 80 kB without a hand-maintained chunk map.

Infrastructure, observability and reliability. Built AWS observability and paging for a production conversational-AI service: CloudWatch alarms and metric filters derived from request metrics and structured application logs, Slack incident paging on Lambda and Step Functions, uptime canaries, and a self-hosted Grafana platform. Tuned alarm thresholds to observed latency distributions. On the shared Kubernetes/GitOps platform, provisioned durable storage, workload identity and autoscaling capacity. Root-caused alert noise and failures, including quantifying that a staleness alert had been silently disarmed for weeks before rewriting it.

Language and systems research. Contributed to a typed logic and term-rewriting language engine, including semantics for the boundary between data and executable code. Built a compiler front end for a financial-specification language, plus a graph-backed API and web UI for browsing its knowledge graph with branch history, diffs and dependency visualisation. Built an event-sourced simulation platform to stress-test the engine at production-like scale; its real-time analytics dashboard reduced per-event processing cost by roughly five orders of magnitude.

Engineering practice. A consistent method runs through all of it: measure before and after and publish the numbers; reproduce a bug before fixing it; sabotage-test a fix by reintroducing each historical defect to confirm exactly the intended test goes red; and treat tooling (build reproducibility, CI gates, dev environments, AI coding-agent configuration) as infrastructure held to the same correctness bar as the product.

Most work at Archon Tech is under NDA and is described here at the level of the problem rather than the product; the projects below are the parts that are public.

SELECTED PROJECTS AT ARCHON TECH

UI Kit — A shared front-end toolkit for a company whose products all show the same kind of thing (positions, balances, risk, movement over time),...

Sentinel Verify — A dashboard over a platform that watches Ethereum and its layer twos in real time, indexes what lending protocols are holding, and works...

Chatbot for sky.money — An AI assistant that shipped inside a DeFi application, answering questions about a user's positions and walking them through actions.

Edge Delta / Senior Front-end Engineer

Apr 2023 – Oct 2025 · Copenhagen, Denmark

Led the transition of the core product from Angular to React, and the adoption of a shared component library to go with it.

The migration. Log search, charts, monitors and their modals moved behind feature flags rather than being replaced all at once. Routing and shared auth, organisation, access-check and flag services moved to React stores and hooks in stages; lint rules prevented new Angular dependencies and identified the remaining ones for retirement. The result was a standalone Vite app with its own environment setup, Sentry source maps and recovery for missing chunks after deploys. Migration details.

One set of types for both sides. Built *Concord*, generating JSON Schema, Zod validators and TypeScript types from Go struct tags so the web app validates data instead of casting it. Rolled it out across monitors, rehydrations, agent configs, patterns, stats, logs, knowledge, facets and Service Map, retiring roughly 100 hand-maintained models; CI fails if generated schemas drift. How the contract works.

Performance and maintainability. Reduced the entry bundle from 2,308.82 kB to 1,574.02 kB (31.8%), then made heavy libraries lazy-only so the reduction would not decay. Moved data fetching to a query cache and replaced an unused server-rendering-focused router. Bundle analysis and tradeoffs.

A smaller, stricter codebase. Added CI checks that removed unused files, dependencies and exports across 275 files; made unused variables and missing hook dependencies errors. Removed about 6,300 lines of retired code and updated the component library across 219 files. Replaced Chromatic/Storybook with Playwright screenshot tests over the app's component preview. Preview and visual-testing details.

Product work.

- Wrote two ANTLR grammars and their editor for monitor-notification templates and boolean monitor composition, keeping autocomplete and errors tied to the grammar.
- Moved Metrics Explorer, investigations and onboarding onto the product's query languages, and built formulas for explorers, dashboards and monitors.
- Built Service Map, Metrics & Log Inventory and Kubernetes Metrics monitoring; contributed to the Monitors overhauls.
- Built a Grafana data-source plugin with metric search and time, theme and lookback synchronisation.

SELECTED PROJECTS AT EDGE DELTA

Metrics & Log Inventory — A telemetry pipeline will happily emit ten thousand distinct metrics and a terabyte of logs, and nobody in the organisation knows what most...

Service Map — A live node-link graph of service-to-service traffic, drawn from kernel-level observation rather than instrumentation, with error rate and...

Grammars & Language Support — A compiler front end, shipped inside a web application, by the person who also built the interface it powers.

Monitors — An overhaul of how a monitor collection is managed, splitting one overloaded screen into surfaces for status, management and event history;...

Metrics Explorer — A query and charting surface over every metric Edge Delta ingests or derives, rebuilt on the component system that came out of the React...

Churney / Lead Front-end Developer

Oct 2022 – Feb 2023 · Copenhagen, Denmark

Worked directly with the founders to establish a web platform and dashboard giving clients self-service access to their models and insights.

Built embeddable interactive visualisations used for marketing and outreach.

DataRobot / Senior Front-end Developer

May 2019 – Sept 2022 · Copenhagen, Denmark

Joined the Geospatial Domain early to build exploration and visualisation features for Location AI.

- Built unique, hexagon, grid, heat and kernel-density maps over location data, plus Accuracy Over Space maps to explore model residuals.
- On the Batch Predictions team, built job definitions, letting users design and schedule recurring prediction jobs across supported sources and destinations, with in-form validation and run-time error tracing.

Later built the Drill Down tab for MLOps data drift, with per-feature drift over time and reference-versus-comparison distributions.

SELECTED PROJECTS AT DATAROBOT

Drift Drill Down — The Drill Down tab shows how the data a deployed model scores in production drifts, feature by feature and over time, away from the data it...

Job Definitions UI — Job definitions let users save a batch prediction job as a template, then run it on demand or on a schedule.

Geospatial Domain — We built the map views in DataRobot's AutoML platform, for exploring a dataset by location and for seeing where on the map a model's...

Leapcraft / Data Visualisation & Full-stack Development

Jan 2015 – Apr 2019 · Copenhagen, Denmark

- Built bespoke D3, Leaflet and Highcharts visualisations for consulting projects with large client datasets.
- Created Flight Sense dashboards that helped travel managers explore their busiest routes, airports and airlines over time.

Later led development and architecture of AWS infrastructure for ingesting real-time data from Leapcraft sensor platforms such as AmbiNode, running calibration and machine-learning models, and delivering analysis to clients and connected building systems.

SELECTED PROJECTS AT LEAPCRAFT

Ambinode — AmbiNode is a wall-mounted indoor climate sensor from Leapcraft, measuring temperature, humidity, CO2, VOCs, particulate matter, noise and...

Flight Sense — Flight Sense was Leapcraft's analytics service for corporate travel: it read a company's raw flight bookings and turned them into a...

Bike Maps — A visualisation of bicycle traffic along a Copenhagen commuter corridor, built to find the factual basis for a green wave: traffic lights...

Creative Clusters Map — A map of where Denmark's creative companies cluster, built from the Central Business Register (CVR), to find which areas besides the usual...

Freelance / Creative Technologist

Jan 2013 – Dec 2014 · Copenhagen, Denmark

Consulted on data visualisation and UX projects for **Leapcraft**, **KL7** and **Kirt Thomsen**.

SELECTED PROJECTS AT FREELANCE

Wind Power In Denmark 1977-2020 — WIND ELECTRICITY IN DENMARK 1977-2020 shows patterns of wind turbines installed – and taken down – in Denmark over the years in combination...

Vores Fart (Our Speed) — We built a data visualization based on three speed measurement spots around Denmark that would engage the media and the public in a...

HITLabNZ / Research Assistant

Sept 2011 – Dec 2011 · Christchurch, New Zealand

Worked on augmented reality projects on the Android platform, alongside visual design for the lab's output.

SELECTED PROJECTS AT HITLABNZ

CityViewAR — CityViewAR is a mobile AR (augmented reality) application that allows people to see how the city was before the earthquakes and building...

Purple Leaf Design / UX Designer & Developer

Nov 2009 – Dec 2009 · Guwahati, India

Worked on branding and identity alongside web development for the studio's clients, with competitive research feeding both.

Zensar Technologies / Usability Engineering Intern

May 2009 – Jul 2009 · Pune, India

Interned with the Usability Engineering Group, producing wireframes, use cases and information architecture for enterprise software, and contributing to heuristic evaluations, personas and user interviews.

Tools & Frameworks

- Languages · TypeScript · Python · Go
- Front-end · React · Next.js · Vitest
- State · TanStack · Zustand · Redux
- Visualisation · D3 · visx · Deck.gl · eCharts · Highcharts
- Component libraries · Storybook · Chromatic · Ladle
- Backends · Hono · Node.js · FastAPI
- CI/CD · GitHub Actions · CircleCI · Jenkins · Docker · Kubernetes · Terraform
- Agentic/LLM · Plugins, Agents & Skills for Claude Code & other CLIs via marketplaces.
- Observability · LangSmith · Grafana

Education

CIID / Interaction Design Programme

Jan 2012 – Dec 2012 · Copenhagen, Denmark

Interaction and Service Design

Department of Design at the Indian Institute of Technology Guwahati / Bachelor of Design

Jul 2007 – May 2011 · Guwahati, India

Industrial and Interaction Design, Usability and Ergonomics Research

Awards & Features

Finalist at IXDA Interaction Awards 2013

LaunchPad Denmark 2013 Startup Capital Competition Winner

Published and showcased at IndiaHCI 2011

Data analytics methods for spatial data, and related systems and devices (patent pending)