cv.franborg.co

Francesca Borg

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Personal Statement

I'm a front-end engineer who enjoys building products and fixing software, from architecting to implementing designs and testing. I am also interested in the product side of tech, exploring SEO, UI & UX design iterations, and understanding the market for a product.

Skills

JavaScript TypeScript React Redux Redux-Saga NPM HTML5 React Testing Library
Hugo SASS CSS3 Jest Enzyme TestCafe PostCSS Jenkins JIRA Git Webpack Babel
Material UI Node Agile

Projects & Portfolio Pieces

Bookmark Llama   https://bookmarkllama.com

Bookmark Llama is a micro-SAAS product that allows teams to share and sync bookmark folders natively in the browser. The frontend is written in TypeScript & React using Material UI components. Though the extension is in its early stages, it's already being used by companies wherein teams can share up-to-date resources in their bookmark folders.

Doodle

During my employment at Doodle, I worked on a greenfield enterprise product. I joined the team at the beginning of the project, and I was heavily involved in the technical architecture and product design decisions and discussions.

Web Development Curriculum

While working at DCI, I began preparing coding exercises and challenges for the class I was working in. Soon, I was asked to work on the new curriculum and I built all of the content for Programming Basics, HTML and CSS, and JavaScript. Besides developing this, I also created end of module challenges which were graded using unit tests so that teachers could quickly gauge the level of their students.

Pure CSS Art Series   https://codepen.io/fran-cesca/pen/YdxOEp

Over a span of six months or so, I created a series of pure CSS art wherein I created little scenes or images using nothing but CSS (no SVGs or `imgs`). One of the reasons why I enjoy CSS art is because it's a big push on the limitations of the tool. The result is something unique and the creation of something that the tool would not normally be used for.

Employment History & Education

Founder
B&F Solutions - Self-employed

January 2022 - present

- Market research, product discovery, and competitor analysis
- Initial designs, including UI and UX mapping
- Sync Engine for browsers' bookmarks
- Frontend architecture for a browser extension
- Frontend implementation using React, TypeScript, and MUI
- Cross-browser compatibility for Edge, Firefox, and Chrome
- Improving UX and the product through analytics and data-driven research
- Keyword research, on-site SEO, and SEO-driven content writing

Frontend Engineer
Doodle - Berlin, Germany & London (remote)

January 2020 - July 2021

- Maintaining internal component libraries
- Working within an agile team to continuously deliver features
- Creation and implementation of documentation standards for all company repositories
- Unit, integration, end-to-end testing and TDD
- Identifying, reproducing and resolving bugs as well as identifying and resolving tech debt
- Pair programming and code reviews

Assistant Teacher for Web Development
Digital Career Institute - Berlin, Germany

February 2019 - December 2019

Online English Teacher
SmileABC & UUABC - Beijing, China

July 2017 - February 2019

Researcher & UX designer
Dutch Media Lab - Amersfoort, The Netherlands

June 2016 - June 2017

Game Designer
MITA - Smart City, Malta

June 2015 - December 2015

M.Sc. in Digital Games - Distinction
University of Malta

October 2015 - December 2017

BA. Hons. in Philosophy - First Class
University of Malta

October 2012 - June 2015