

Evan Kelly

Gold Coast, Australia · Open to fully remote

www.evankelly.dev

www.github.com/zephkelly

Full-stack engineer specialising in TypeScript and Vue, with a record of independently architecting and shipping production platforms end-to-end, from a clinical pain-management SaaS 100+ clinicians (including a UTS clinical trial) to multi-tenant portals serving 30+ domestic and international customers. Comfortable owning frontend architecture solo in a distributed team: I set engineering standards, write the documentation, lead small teams, and work directly with clients and founders. A graphic-design background brings a strong product and UI sensibility.

Work Experience

Software Engineer Front-End Lead

January 2025 - Present

- Sole frontend developer of a 250K-line TypeScript/Vue codebase spanning multi-tenant customer portals, a booking app, and an internal dispatch tool, approving every merge into main.
- Led a 3-person team as the primary client-facing engineer, delegating via GitHub Projects, running meetings, onboarding developers, and joining CEO/client calls to scope technical requirements and demo new products.
- Established and enforced engineering standards across the team (coding conventions, documentation, test suites, and the adoption of git and trunk-based development) and managed deployments across internal, UAT, and production environments.
- Designed a shared internal component library (90+ components, 45+ composables) and a 30+-config multi-tenancy system; implemented auth with 2FA, Pin Payments billing, Google Maps integration, and a Capacitor native app.

Pain Coach - Founding Engineer & Co-Founder

June 2024 - Present

www.paincoach.co

- Sole engineer of a production clinical-support platform for chronic pain management, built as a TypeScript/Vue monorepo.
- Grew Pain Coach to 100+ registered clinicians, 120+ patients, live pain-management programs running across multiple clinics, and a clinical trial at the University of Technology Sydney (UTS)
- Hardened the full stack with Zod schema validation at every API boundary, role- and permission-based access control, and multi-tenant organisation orchestration.
- Engineered a layer of 20 scheduled cron jobs handling an async image-processing pipeline, multi-channel clinical form/PROM delivery (email, SMS, push), patient notifications, and subscription-billing lifecycle.

Programming Instructor (Volunteer / Private Tutor)

Sep 2022 - Dec 2023

- Taught fundamental programming (microcontrollers, C++, Tynker) with a 100% pass rate across assigned classes, and tutored students one-on-one building their first games in Unity3D / C#.

Education

Bachelor of Computer Science Software Development Major

2024

Griffith University. Gold Coast, Australia

Projects

2D Space Game (Unity3D, C#)

zephyrmg.itch.io/galactic-asteroid-miner

Cross-platform game demonstrating strong OOP, with procedural generation, occlusion culling, spatial hashing, behaviour trees, and limited multiplayer via Mirror — optimised for stable frame rates across desktop and mobile.

Penny Projects - Non-Profit

www.pennyprojects.org

Built a custom, high-performance responsive website for a Zambia-based non-profit, collaborating with a designer to convert designs into production. TypeScript, Vue, CSS, PostgreSQL, AWS EC2.

Skills / Technologies

Languages: TypeScript, JavaScript, HTML, CSS, C#, Java, Python

Frameworks: Vue 3, Nuxt, Nitro, Capacitor, D3.js, Tailwind, React/React Native

Databases: PostgreSQL, MongoDB

Cloud / Infra: AWS (SES/S3/SNS), Cloudflare, Nginx, PM2, Git/GitHub

Other: Zod, PWA / Service Workers, WebSockets, Stripe, REST API design, multi-tenant architecture