

I'm a self-taught software engineer, front-end designer, and contemporary arts practitioner with experience building modern web applications

Recent technologies:

- JavaScript + TypeScript
- React
- Next.js
- Astro (SSR and SSG)
- Web app development
- HTML/CSS
- Serverless infrastructure
- Drizzle ORM

Education:

Fine arts (Hons), UNSW, 2023

Thesis written on concealed epistemic affordances in the philosophy of technology

Media arts, UNSW, 2020-2022

Majors in VFX compositing (Nuke), moving image (DaVinci Resolve), 3D modelling (Blender)

- Art & Design Undergraduate Scholarship (sole recipient)
- Dean's List 2021, 2022

Find me on:

Linkedin : Liam Macann

liam.macann.xyz/about

Experience:

Terra Symposium, Technical contributor, 2022–

Web application to moderate gamified educational workshops

- Designed and implemented a node editor to model decision flows for interactive storytelling (choose your own adventure), enabling content authorship for non-technical writers
 - Deeply integrated into Sanity platform, including leveraging undocumented APIs for feature parity with native navigation
 - Updates and validates in real time, with multiple editors
- Development of content editorial experience in Sanity CMS, with schema-defined API and React components
- Oversaw development of a dashboard to consume workshop data, and present moderated content to the audience (Astro SSR)
 - This facilitates live workshops in abstracting complexity from game moderators, such as by forecasting game decisions and returning time estimations
- Built REST endpoints to securely read/write to remote database

Firstdraft, Senior project producer (fundraising), 2024/2025

Contemporary arts organisation, not-for-profit

- Led operations of major annual fundraising initiative, which contributes 25% of total organisation revenue
- Halved project turnaround by replacing legacy spreadsheet system with database-driven model, coordinating 250+ artworks
- Coordinated inbound and outbound logistics over four delivery channels, including managing partnership with local service provider
- Liaised with over 200 individual exhibiting artists to manage consignment, documentation, and invoicing requirements

RMA Sport, IT operations, 2017–2023

- Administration of staff through a dual Google Workspace and Azure Active Directory IAM stack
- Maintenance of legacy Wordpress site, including PHP development to extend custom child theme
- Supported marketing materials within formulated brand identity

Freelancing

- Produced visualisations for commissions and large touring exhibitions
- Simulated ML training data to identify defects and hazards
 - Produced LiDAR data to simulate drone surveys, which would locate collisions between trees and electrical lines
 - Used Blender to model renders of damaged line goods

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