Pierre-Yves Pointereau

Senior Software Engineer, Front-End · UI Architect
Design systems · Accessibility · Web performance · Agent-assisted engineering

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Summary

Senior front-end engineer and UI architect with 20 years of experience building large consumer web products, from News Corp Australia's network of around 15 news sites to Humanitix's ticketing and checkout platform. I build the foundations other engineers ship on: component libraries and design systems, accessibility practice and testing, and fast, stable pages. Since 2026 most of my delivery runs through coding agents, and I focus on making their output trustworthy: agent skills for code review and cross-browser QA, and verification pipelines with human sign-off built in. Outside work, I use agents to build and ship full-stack products end to end, including DailyPirate, a live daily puzzle game.

Skills

- **Front-end:** TypeScript, JavaScript, Svelte 5 / SvelteKit, Vue.js, React, HTML, CSS (custom properties, cascade layers), Node.js
- **Design systems:** component libraries, design tokens and colour systems, component workbenches / Storybook, multi-brand theming, Figma for icons and visuals, SVG authoring and optimisation
- **Accessibility:** WCAG 2.2 AA, keyboard and screen-reader testing (VoiceOver, JAWS), axe-core, Accessibility Conformance Reports (VPAT)
- **Quality & delivery:** Playwright, Vitest, visual regression testing, CI/CD pipelines (Bitbucket), branching model, branch-deploy dashboards
- **Performance:** Core Web Vitals, layout stability (CLS), image delivery, SpeedCurve monitoring
- **AI-assisted engineering:** LLM coding agents (Cursor), custom agent skills for review and QA, MCP, human-in-the-loop verification, parallel agent tasks in git worktrees, agent-facing documentation
- **Full-stack (personal projects):** Supabase (Postgres, row-level security, SQL functions, auth), Cloudflare Pages, PWA and service workers, Three.js / WebGPU, content security policy

Experience

Humanitix — Senior Frontend Developer / UI Architect

Aug 2022 – Present · Sydney · Ticketing platform that directs booking fees to charity

- Created and own the shared Svelte component library (~480 components) and its component workbench, used across the buyer-facing apps; largest contributor to both.

- Led the staged Svelte 4 → 5 migration of the ticketing, collections and virtual-event apps and the component library, moving every modal onto a shared accessible modal shell and replacing an unmaintained plugin that blocked the upgrade.
- Moved my delivery to agent-assisted work in 2026 and built the guardrails that make agent output reviewable: agent skills for accessibility- and architecture-focused PR review, and a per-ticket QA agent that tests across Chromium and WebKit on iPhone, dark mode, forced colours, reduced motion and 320px reflow, hands off what only a person can check, and publishes a QA report to the pull request.
- Built an automated accessibility testing suite: keyboard-only Playwright journeys through checkout, axe scans against WCAG 2.2 AA, and tab-order, heading and landmark snapshots, running in the dev pipeline with daily Slack reporting.
- Designed a typed pipeline that turns test evidence into an Accessibility Conformance Report (VPAT), with the type system guaranteeing coverage of all 55 WCAG 2.2 A/AA criteria and a human sign-off on every row before publishing.
- Led accessibility remediation across checkout, event pages, resale and order management (error summaries, focus management, VoiceOver/JAWS/iOS fixes, contrast and non-colour cues), including fixes from an external audit.
- Rebuilt the ticket-selection and checkout UI, and built the front-end and transactional emails for instalment payment plans and the waitlist and resale experience.
- Made embeddable checkout widgets reliable on hosts' own websites, fixing iframe resizing and scroll behaviour across Safari and iOS and adding website-builder support.
- Improved the delivery pipeline: visual regression testing of the component workbench on every pull request, branching-model changes, a branch-deploy dashboard, and Slack notifications for pipeline status and reviews.

Startup roles

2021 – 2022 · Sydney

- **Upflowy — UI Architect** (Feb – Jul 2022): audited the front-end codebase and proposed a design-system approach to improve UI consistency and delivery speed.
- **BoozeBud — Senior Frontend Engineer** (Jun 2021 – Feb 2022): React front-end development on an e-commerce platform in a small startup team.

News Corp Australia — Front End Architect

Jul 2014 – Jun 2021 · Sydney

- Led the front-end architecture and responsive rewrite of the metro and regional news network (~15 sites including the Daily Telegraph, Herald Sun, Courier Mail, AdelaideNow and PerthNow) on a new Node.js rendering engine.
- Created Tangram, the company's first component library, and evolved it over three generations into a multi-brand design system with Storybook and automated visual regression testing, adopted across ~15 news sites.
- Led web performance work across the network: eliminated layout shift (CLS 0) on article pages for most mastheads, removed render-blocking scripts, optimised image delivery and set up continuous monitoring with SpeedCurve.

- Led a team of 5 engineers on the Global Preference Centre, a newsletter and preference dashboard in Vue.js, and on the Masthead Reimagine project.
- Architected “My News”, a personalised interest-following experience built in Svelte on AppSync GraphQL APIs, reusing the shared component library.
- Drove early adoption of Google AMP and PWA prototyping, and designed a shared custom-advertising solution across all sites.
- Mentored engineers, ran cross-team training, and founded the engineering community programme: front-end catch-ups, hack days, brown-bag sessions and lightning talks.

Earlier experience

- **Contract Front-End Developer, Sydney** (2013 – 2014): ABC (CMS view templating), Bauer Media (Magshop responsive relaunch), Panthacorp (AngularJS application for Australian Associated Press).
- **Mistergooddeal.com, Paris — Front-End Web Developer** (2009 – 2013): front-end rebuild and performance optimisation of a large e-commerce site; freelance web design and development alongside.
- **Web developer roles in France** (2005 – 2009): PHP, web design and business software development.

Projects

DailyPirate — daily puzzle game

Personal project · Oct 2026 – Present

- Designed, built and launched a live daily puzzle game end to end in about two weeks from first commit to public beta, working with Claude as a coding agent: TypeScript, Three.js (WebGPU) and Vite, deployed on Cloudflare Pages as an installable PWA with offline start.
- Built the backend on Supabase: a Postgres schema with row-level security, an admin tool with secure sign-in for authoring puzzles, and an anonymous analytics pipeline (insert-only events, admin-only SQL summaries) hardened against malformed client data.
- Shipped nine puzzle mini-games with generator scripts, tuned the in-game economy with a simulation script, and locked the site down with a strict content security policy.
- Ran beta rounds with testers and turned their feedback into a version 2 design, now in progress on its own branch.

Education

- **École Supérieure d’Informatique de Limoges** — Bac+4, Software Development (2005 – 2007)
- **IUT de Béziers** — Bac+2, Computing, Networks and Telecommunications (2003 – 2005)

Languages

French (native) · English (full professional)