

CRAIG BLUNDEN

FULL-STACK SOFTWARE ENGINEER | PRODUCT & PLATFORM DELIVERY

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Full-stack engineer with 13+ years building web, mobile and backend products. I joined Repeat.gg before its acquisition by Sony Interactive Entertainment and have worked across TypeScript, React, Node.js and event-driven systems. My work ranges from hands-on feature delivery to technical planning, code reviews and helping teammates get up to speed.

EXPERIENCE

Full Stack Software Engineer

2020 - Present

Repeat.gg | Sony Interactive Entertainment

Fortitude Valley, Brisbane

Repeat.gg is a global competitive gaming platform where players linked their favourite competitive eSports titles and the platform scored their top match results via live leaderboards for prizes against thousands of daily active users. My role involved delivering features end-to-end across web, mobile and backend.

- Integrated multiple 3rd party APIs to facilitate onboarding and results-gathering work for lots of AAA gaming titles such as Battlefield 6, Fortnite, PUBG, Call of Duty: Warzone and more.
- Worked directly with Electronic Arts on a Battlefield 6 integration which involved resolving technical dependencies across multiple tournament formats and supported the production rollout.
- Applied AI assisted workflows to refactor Amazon MQ to Apache Kafka, greatly reducing work estimated across multiple epics.
- Set up the initial Next.js/NestJS foundation for Jarvis, our internal admin platform for tournament content, moderation, fulfilment and payments. Later fixed memory usage that was blocking CI/CD.
- Helped migrate the platform from PHP/Twig toward React and Next.js. Planned the React 19 upgrade, created the required tickets and reviewed implementation work.
- Delivered Adobe Analytics integration with the wider Sony analytics team and produced a reusable technical template for ongoing instrumentation in product development.
- Helped onboard engineers through architecture walkthroughs, hands-on support and standards training. Also wrote technical designs and PRDs to identify feasibility issues earlier.

CORE ENVIRONMENT

TypeScript, JavaScript, React, React Native, Next.js, Node.js, PHP, AWS, Kafka, MySQL, MongoDB, Prisma, Jest, Cypress, Playwright, CI/CD, microservices, event-driven architecture

SELECTED RECOGNITION

- Performance feedback highlighted ownership of delivery and quality, constructive input during design reviews, and support for other engineers.
- Attended Game Developers Conference in San Francisco and shared relevant product and gamification ideas with the engineering team.
- Participated in interviews for a Senior Mobile Developer.

EARLIER EXPERIENCE

Front-end Engineer
Flight Centre
Brisbane

Oct 2018 - 2020

- Delivered React and Node.js features for large-scale travel booking products across Australia, New Zealand and Canada, including search, traveller details and payment flows supporting a multi-million-dollar revenue stream.
- Helped transform a legacy platform toward a micro-frontend architecture and aligned key interfaces with Flight Centre's Material Design system.
- Built automated unit, functional and end-to-end coverage with Jest, Cypress and Cucumber, while contributing estimates, risk assessments and technical solutions with product stakeholders.

Design Manager / Team Lead / Front-end Developer
Neto eCommerce
Brisbane

Sep 2014 - Oct 2018

- Progressed from front-end developer to design manager, leading an onshore and offshore team of 11 project managers, designers and developers.
- Oversaw hundreds of responsive eCommerce projects and supported some of Australia's largest online retailers.
- Owned delivery processes spanning scoping, UI/UX and code review, automation, stakeholder communication, hiring and annual performance reviews.
- Received the inaugural Spirit of Neto award from the CEO in 2015 for embodying company values.

Front-end Developer
Solatube
Brisbane

Sep 2013 - 2014

- Operated as the sole web developer for an Australian manufacturer, owning its online presence, continuous improvements and collaboration with SEO and marketing partners.

Front-end Developer (Contract)
Front-end Developer (Work Experience)

Orange Digital | 2013
Bluewire Media | 2012 - 2013

TECHNICAL SKILLS

LANGUAGES	TypeScript, JavaScript (ES6+), PHP, HTML, CSS, SQL
FRAMEWORKS	React, React Native, Next.js, Node.js, Vue, Material UI, Tailwind CSS
PLATFORMS	AWS, serverless, Kafka, MySQL, PostgreSQL, MongoDB, Prisma, microservices, micro frontends
QUALITY	Jest, Cypress, Playwright, Cucumber, TDD, code review, performance optimisation
DELIVERY	Git/GitHub, CI/CD, Agile/Scrum, JIRA, technical design, on-call, mentoring, stakeholder collaboration
AI TOOLING	GitHub Copilot, Cursor, Claude Code and AI-assisted development workflows