ANDY MUTALE

FRONT-END DEVELOPER | TYPESCRIPT, REACT, ANGULAR & UI SYSTEMS

hello@andymutale.com | Portfolio | LinkedIn | GitHub | Medium

PROFILE

Front-end-focused software developer with 5+ years of professional experience delivering responsive web interfaces, dashboards, and API-connected workflows. Strong in TypeScript, React, reusable component architecture, and UI implementation from requirements through delivery, with some hands-on Angular experience. Also brings extensive DevOps experience with Docker, Docker Compose, GitLab/GitHub, CI/CD, AWS, and Terraform; currently building an independent TypeScript UI component library.

PROFESSIONAL EXPERIENCE

Software Developer | Evolve Africa Strategic | Mar 2021 – Present

- Delivered complex UI and dashboard features from requirements through implementation to production, translating product needs into responsive, user-focused workflows.
- Chose shared, reusable components over duplicated page-specific UI to support consistent interface patterns and maintainable updates across dashboard features.
- Integrated front-end workflows with backend APIs and resolved defects in deployed applications, carrying fixes through delivery.

SELECTED PROJECTS

UI Component Library (in development) | TypeScript, reusable components, component APIs
- Developing an independent TypeScript UI library, exploring reusable primitives, component APIs, composition, consistent behaviour, and maintainable patterns.

Saint Laurens Sporting Goods (Store) | Next.js, React, TypeScript, Prisma/PostgreSQL, Stripe, Vitest, Playwright | Demo
- Independent full-stack ecommerce case study covering product variants, inventory, persistent carts, shipping, orders/admin, server-calculated checkout totals, Stripe PaymentIntents/webhooks, and layered testing.

Pickability Check (Hoplite 37) | Three.js/WebGL, Rapier 3D, glTF
- Built an experimental CAD-based robotic bin-picking feasibility tool that estimates occlusion, approximate collisions, and grasp-orientation constraints using bounding-box geometric queries.

PrecisionCore (speculative case study) | TypeScript, Express, Supabase Auth, Prometheus/Grafana/Loki
- Designed a connected supplier-operations concept spanning a corporate website, partner portal, RFQ/PPAP/quality workflows, permissions, shared API, and observability; clearly a case study, not a production client system.

Michael Wood — Marketing Website | Next.js, React, TypeScript, Tailwind CSS | Source
- Built a five-page responsive marketing site with reusable page sections, validated contact-form interactions, local SEO metadata, structured data, and sitemap/robots support.

Rosegold XR (work in progress) | Three.js, WebXR, Zappar | Demo
- Developing a mobile-friendly 3D maze game exploring immersive room-scale placement and a camera-based AR fallback where native WebXR is unavailable.

Herald's Burden — Game Prototype | Godot, GDScript, C++
- Independent game-development experiment exploring gameplay systems, combat, and world-building.

Other Experiments | WebGL physics playground, dungeon prototype, UI interaction study
- Small experiments investigating 3D interactions, physics, simulation, and interface motion.

TECHNICAL SKILLS

Frontend & UI: Angular (some hands-on experience), TypeScript, JavaScript, React, Next.js, HTML5, CSS3, Tailwind CSS, responsive UI, shared components, UI systems
APIs & Data: REST APIs, backend integration, Node.js, Express, PostgreSQL, Prisma, form validation
DevOps & Delivery: Docker, Docker Compose, GitLab, GitHub, CI/CD pipelines, AWS, Terraform
Testing: Vitest, Testing Library, Playwright

TECHNICAL WRITING

Technical writing on prototyping, React performance, and front-end engineering: Medium