Mariana Martins Menezes

Frontend & Design Engineer
React, TypeScript & Interface Design
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Melbourne, VIC, open to relocating within Australia | NZ Citizen, Full Unrestricted Australian Work Rights

SUMMARY

I design interfaces and I build them. Five years of professional frontend experience, most of it in React and TypeScript, with a UI/UX design background, which in practice means taking a feature from rough idea through flows and visual design to the shipped implementation rather than handing it across a boundary halfway. I have shipped to a global HR platform, an enterprise analytics product and a high-traffic retail platform on Magento 2 serving three markets, led the frontend side of a company-wide design system build, and contributed to an accessibility team auditing components platform-wide for WCAG 2.1 AA. I treat typography, motion and interaction states as part of the component rather than a later pass, and use AI-assisted development daily while owning the architecture and the quality of what ships.

SKILLS

Frontend Engineering: React, TypeScript, JavaScript (ES6+), HTML5, CSS3, Next.js, responsive design, web standards and browser-native APIs, REST and GraphQL, state management, Zod

Interface & Interaction Design: Figma, Penpot, UI/UX and interaction design, typography, layout, colour and spacing systems, prototyping, motion and interaction states, visual systems

Design Systems: Component libraries and visual language, design tokens (primitive/semantic/component), Style Dictionary, Radix UI Primitives, Storybook, Atomic Design, component APIs

Accessibility & Quality: WCAG 2.1 and 2.2 AA, ARIA, manual screen reader and keyboard testing, focus management, Axe, jest-axe, Jest, React Testing Library, Playwright, Cypress, MSW, Stylelint

Styling & Motion: Motion, Tailwind CSS, CSS-in-JS, Styled Components, Sass, Less, CSS Modules, Material UI

AI Tools: Claude Code (daily), Cursor, Google Antigravity IDE, Gemini, with output reviewed before it ships

Platforms & Delivery: Magento 2 (enterprise e-commerce), Git and GitHub, GitHub Actions, GitLab CI/CD, AWS, Sentry, Datadog, technical documentation, code review, Jira, Agile (Scrum, Scrumban, Kanban)

EXPERIENCE

Independent Product & Design Systems Work

May 2024 – Present | Self-directed | Melbourne, VIC

Stack: Next.js, React, TypeScript, Tailwind CSS, TanStack Query, Zod, Style Dictionary, Radix UI, Storybook, Jest, Vitest, jest-axe, Playwright, Stylelint, Husky, commitlint, release-it, GitHub Actions, Vite, Web Animations API

- Designed and built FitMySpace end to end, from problem framing and visual design through to production implementation (Next.js, TypeScript, Tailwind CSS, TanStack Query, Zod), owning both the product decisions and the code.
- Built and maintain the design system behind it: over 30 components on a three-tier token architecture (primitive, semantic, component) generated with Style Dictionary, composed on Radix UI headless primitives rather than a generic library, versioned with semver and a changelog.
- Run it as a system others could adopt, with architecture decision records, a breaking-change policy, a contributing guide, and an adoption report in CI tracking the app's migration onto it, which is in progress.
- Enforced accessibility at the type level, using TypeScript discriminated unions so a component cannot compile without the labelling it needs, inside a suite that now runs over a thousand Jest and Storybook tests.
- Published the design system's Storybook to GitHub Pages from GitHub Actions, only after CI passes, behind guardrails built to prevent regressions rather than report them: contrast tested in every interactive state, lint rules that stop anyone reaching past the semantic token layer, and visual-regression and axe checks before each push.
- Separately, designed in Penpot and built a personal portfolio site (React 19, TypeScript, Vite) with dark/light theming, accessibility measured with Playwright in both themes, and a JavaScript size budget enforced in CI.
- Work daily with agentic coding tools, directing the architecture and reviewing what they produce rather than accepting it.
- Stepped back from full-time work in May 2024 and relocated from New Zealand to Australia in March 2026, working on the projects above through that period.

Remote (Remote.com) — Frontend Engineer

July 2021 – April 2024 | Fully remote, globally distributed team

Stack: React, TypeScript, Next.js, TanStack Query, REST APIs, Styled Components, Jest, React Testing Library, Cypress, GitLab CI/CD, Sentry, Datadog

- Built core product surfaces in React, TypeScript and Next.js for a global HR and Employer of Record platform, including legislation-aware onboarding flows across multiple countries.
- Translated Figma designs into production React and Storybook components, working directly with product designers on interaction and usability decisions rather than receiving finished specs.
- Built and documented reusable components for the team's shared Design System so product teams could ship cohesive, on-system experiences instead of one-off solutions.
- Identified unaddressed UX pain points across the product, framed the opportunity and proposed an initiative to fix them, then partnered with a product designer to deliver it as an informal programme we ran as "UX Wins": non-responsive elements, accessibility gaps and long-standing workflow frictions.
- Contributed as a member of the Accessibility (A11y) team, auditing and upgrading components platform-wide for WCAG 2.1 compliance, testing with screen readers and the keyboard rather than relying on automated tooling alone, and partnering with designers on code-level fixes.
- Modernised legacy onboarding forms by migrating them from Formik to a JSON Schema-driven architecture, working directly with backend engineers on where validation logic should live, and designing the validation, error and empty states users actually hit along the way.
- Worked fully async across time zones: documented decisions in Notion, created and prioritised my own tickets, deployed to production, and investigated frontend incidents in Sentry and Datadog.

Phocas Software — Frontend Developer

January 2021 – June 2021 | Christchurch, NZ

Stack: React, TypeScript, GraphQL (Apollo), Redux, MobX, Material UI, CSS-in-JS, Mocha

- Promoted from Junior Frontend Developer after ten months, on the strength of the interface and user experience work I led on the company's new flagship product.
- Led the frontend side of a months-long initiative to build the company's first comprehensive Design System alongside the lead designer, with other developers and designers contributing under our direction: deciding which components to rebuild and in what order, how each should be structured, and how to keep the system coherent as it grew.
- Acted as the bridge between design and engineering on the flagship product, designing UI components in Figma and architecting their implementation in code.

Phocas Software — Junior Frontend Developer

March 2020 – January 2021 | Christchurch, NZ

Stack: React, TypeScript, GraphQL (Apollo), Redux, MobX, Material UI, CSS-in-JS, Mocha

- Helped build a brand-new flagship product (Budgeting & Forecasting) from the ground up, developing reusable React components from scratch alongside the team.
- Led frontend user experience and layout decisions for the module, pairing closely with the product designer and design lead, and presenting the resulting interface directly to the company's founders.

Kathmandu — Junior Frontend Developer

October 2018 – March 2020 | Christchurch, NZ

Stack: Magento 2, JavaScript, Less, Jasmine, responsive e-commerce templates

- Translated high-fidelity Figma designs into polished, brand-consistent, responsive consumer e-commerce interfaces on Magento 2, for a high-traffic AU/UK/NZ retail platform.
- Worked across the front end with JavaScript, Less and Jasmine tests in a large, established Magento codebase, with regular exposure to the platform's PHP backend and small backend changes where a task required them.

EDUCATION & PROFESSIONAL DEVELOPMENT

Subatomic: The Complete Guide to Design Tokens — Brad Frost Web | 2026
AI and Design Systems — Brad Frost Web | 2026 (in progress)
CSS for JavaScript Developers & The Joy of React — Josh Comeau | 2025
Foundations of User Experience (UX) Design — Google (Coursera) | 2021
UI/UX Design Specialization — California Institute of the Arts (Coursera) | 2020
React, Redux and React Native Nano-Degree — Udacity | 2020
Bachelor's Degree in History — Universidade Federal Fluminense, Brazil | 2009–2014