

Kevan Stannard

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AGENTIC ENGINEER

Senior engineer with a front-end focus and over 10 years of experience building web applications.

Currently seeking a remote, product-focused agentic engineering role.

■ PRINCIPAL SKILLS

Agentic development

Fully integrated agentic tooling into the development workflow, using coding agents across planning, implementation, testing, review, and documentation.

TypeScript

Strong understanding of TypeScript and the application of type-safe practices.

Application architecture

Pragmatic architectural principles: decoupled modules, a functional style, and testable code.

Front-end development

Strong understanding of front-end application development, with a focus on React UIs.

■ ENGINEERING PRINCIPLES

Agent-first development

Apply an agent-first philosophy across the development lifecycle, designing workflows and guardrails that amplify engineers during local development and enable autonomous agents to operate safely and securely.

Agent-maintainable architecture

Design application architecture that agents can understand, modify, and verify reliably. Favour strong type safety, clear module boundaries, functional programming practices, and tests with minimal mocking.

■ EMPLOYMENT HISTORY

Atomi

Apr 2022 – Present

Senior/Staff Software Engineer

Atomi provides an online learning platform that supports curriculum-based education. I work in a small team developing applications for Atomi content creators, teachers, and students.

TypeScript · React · Next.js · GraphQL · Playwright · Storybook · Vite · React Testing Library · NestJS · Prisma · Cloudflare Agents · Docker

AGENTIC DEVELOPMENT

- Created a central repository for the engineering team to share and reuse agent skills.
- Implemented agent hooks that prevent coding agents from reading local files containing secrets.
- Introduced a structured process for managing agent rules across the platform codebase.
- Owned vulnerability remediation across multiple repositories and technology ecosystems, and built an agent to support the work.

DEVELOPMENT

- Led the rebuild of a legacy application for rendering Atomi quizzes. Partnered with the product team to define requirements, shaped the front-end architecture, facilitated implementation with the development team, and contributed to backend development as needed.
- Served as technical lead for a custom content management system used by Atomi content creators to develop and publish quiz material.
- Built a sophisticated rich text editor for the content team to use to author all educational content, including custom Atomi constructs.

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LEADERSHIP

- Authored the agentic engineering section and co-authored the testing principles section of Atomi's engineering vision.
- Guided the team in type-safe TypeScript and effective testing practices, including when to use integration or unit tests. Presented on coding principles and clean architecture to promote more decoupled code.
- Developed front-end interview materials and an assessment rubric for candidates.
- Led a technical book club covering Clean Code, Functional Domain-Driven Design, and a critical review of SOLID principles through a functional programming lens. Helped influence engineering practices across teams.

RECOGNITION

Received the "Champion the Customer" award at Atomi's 2025 annual meeting. Shared the "Humble" team award at Atomi's 2024 annual meeting.

Ansarada

Jun 2017 – May 2022

Senior Developer / Front End Technical Lead

Worked across multiple teams developing a project and document management platform.

React · Redux · MobX · Flow · TypeScript · CSS Modules · Material UI · Jest · Webdriver · Next.js · Nx · SonarCloud

- Worked with the product team to implement product features in React. Developed design system components. Built a complex interactive SVG Gantt chart.
- Introduced a strategy for engineers to identify and report technical debt through targeted code comments and SonarCloud reporting.
- Championed strongly typed JavaScript (Flow) through technical meetings and code reviews.
- Represented the team in the Quality Assurance collective.
- Refined the technical interview process and served as the principal interviewer.
- Mentored designers on engineering considerations.

UsTwo / Qantas

Sep 2016 – Jun 2017, Contract

Front End Developer

Worked in a small team developing the Qantas in-flight portal for onboard Wi-Fi trials. Built the front end with React and Redux, the server-side API with Node.js and Express, and the styling layer with Stylus and CSS Modules. Other technologies included Webpack, Ava, Flow, and Three.js.

Mi9 / Nine Digital

Apr 2015 – Jul 2016, Contract

Front End Developer

Worked in a large team developing the 9now.com.au site. Built the front end with React and Redux, server-side code with Node.js and Express, and the styling layer with Stylus and CSS Modules. Other technologies included Webpack, Mocha, Chai, and Sinon.

■ PERSONAL PROJECTS

Pixel Papercraft

A site for children interested in papercraft, particularly Minecraft papercraft. Technologies include Next.js, React, Tailwind, MongoDB, and Cloudinary.

pixelpapercraft.com