

Rachel Nicole Briggs

Senior Frontend Engineer | Product Engineer

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Product engineer with 11+ years of experience building products for complex industries including logistics, sustainability, enterprise software, and VR/XR/gaming.

I specialize in UX, user research, and product thinking, partnering closely with users to understand difficult workflows and transform them into intuitive, data-driven experiences.

Experienced in React, Vue, and TypeScript with a passion for solving customer problems through thoughtful product design, resulting in products that are delightful to use.

Technical Skills

- **Frontend:** Vue.js + Vuex, React.js + Redux, Angular, CSS/SASS, HTML, JQuery, Storybook, design systems, cross-platform UI optimization
- **UX & Product:** User Research, Usability Testing, Figma, Miro, Canva, FullStory, Hotjar
- **Backend:** Node.js, Express.js, Ruby on Rails, PHP, C#, Java
- **Database:** PostgreSQL, MySQL, SQL Server, MongoDB
- **Languages:** JavaScript, TypeScript, Python
- **Cloud & DevOps:** AWS, Docker, Heroku, Vercel, GIT, Graylog, Firebase
- **Testing:** Jest, Selenium
- **APIs & Integrations:** MapBox API, Google Places API, Google Tag Manager, Three.js, Stripe
- **Game & XR Development:** Unity, Unreal Engine, Horizon, Roblox

Language Skills

- **English:** Native
- **Norwegian:** Intermediate A2/B1 (actively advancing proficiency through formal study and daily practice)

Professional Experience

Frontend XR Engineer/Director of Engineering | [Breach VR](#) | Trondheim, Norway | VR Gaming | May 2025 - Present

- Develop frontend gameplay systems and interaction mechanics in a proprietary VR engine for a multiplayer boxing gym experience across VR headsets and mobile platforms.
- Implement UI flows, player interaction logic, and client-side features translating UX prototypes into performant real-time gameplay systems.
- Integrate animations, visual assets, and effects while optimizing frame performance for immersive VR environments.
- Partner closely with artists and UX designers to build intuitive in-game interfaces and player experiences.

Leadership (September 2025 – Present)

- Lead and mentor an 11-person engineering team developing the studio's showcase VR title for Meta.
- Define technical direction for frontend systems and gameplay implementation.
- Improve engineering workflows, code standards, and cross-team collaboration between engineering, art, and UX.

Software Engineering Manager, Product | [Paccurate](#) | Remote | Sustainability | February 2024 - May 2025

- Led and grew an engineering team building software that reduced waste across global shipping and fulfillment operations.
- Partnered with product, sales, and leadership to define product strategy and prioritize a roadmap for sustainability-focused tools.
- Collaborated closely with design, UX, and customers to improve product adoption and ensure features solved real user problems.
- Established engineering best practices, improved development processes, and provided technical visibility and delivery updates to executive leadership.

Founding Full-Stack Software Engineer (Frontend Focus) | [Paccurate](#) | Remote | Sustainability | May 2022 - February 2024

- Built data-rich web applications using Vue 2 and Ruby on Rails, transforming complex logistics data into intuitive dashboards, visualizations, and interactive comparison tools.
- Optimized complex data dashboards for mobile viewing, ensuring key performance indicators remained legible and actionable for users on the go.
- Developed tools supporting new product offerings, contributing to significant revenue growth between 2022 and 2024.
- Owned product roadmap planning and sprint execution, translating business goals into actionable engineering work.
- Developed and maintained reusable UI components in Storybook, helping establish a scalable component library and consistent user experience across our products.
- Partnered closely with product, design, and users to shape features from concept through delivery
- Improved engineering workflows, implemented frontend best practices, and mentored junior developers.

Software Engineer | [American Forest Foundation](#) (Woodscamp Program) | Remote | Sustainability | May 2021 - May 2022

- Developed new features for a proprietary CRM using Vue 2, TypeScript, Node.js, and Express.js.
- Collaborated with product, design, sales, and foresters to design solutions that improved complex field and business workflows.
- Translated user feedback into intuitive product improvements through close collaboration with cross-functional teams.
- Performed code reviews, testing, and mentored junior developers to maintain code quality and support team growth.

Software Engineering Manager | [T3 Expo](#) | Lakeville, MA, USA | Events | January 2019 - March 2020

- Led the technical planning and architecture for a company-wide digital transformation, modernizing the event registration and exhibitor experience.
- Introduced behavioral analytics and session replay tools to better understand user behavior, prioritize engineering work, and reduce time-to-resolution for production issues.
- Conducted UX research by analyzing user behavior and session recordings to identify friction points, confusing workflows, and abandonment patterns throughout the exhibitor experience.
- Used insights from the existing platform to inform the design and development of the new experience, validating decisions with real user behavior rather than assumptions.
- Partnered with product, UX, and stakeholders to improve user work flows and validate design decisions using real user data.

Full-Stack Software Engineer | [Hasbro Toys](#) | Pawtucket, RI, USA | Consumer Goods | May 2015 - January 2019

- Designed, built, and deployed full-stack internal applications using MongoDB, Express, React, and [Node.js](#).
- Built tools that supported internal business workflows across product, marketing, and operations teams.
- Made updates to consumer-facing brand websites for major Hasbro properties.
- Maintained and remediated legacy applications built with PHP, Java, C#, and ColdFusion.
- Mentored junior developers and interns through code reviews, onboarding, and technical guidance.