Liam Macann

liam.macann.xyz/about

I'm a product engineering generalist: building modern applications with web technologies, and a strong focus on interface informed by an art and design background

Recent technologies:

- TypeScript (+ JavaScript)
- React
- Next.js
- Astro (SSR and SSG)
- Vitest
- Node.js
- HTML/CSS
- Drizzle ORM
- PostgreSQL

Education:

Fine arts (Hons), UNSW, 2023

Thesis written on concealed epistemic affordances in the philosophy of technology

Media arts, UNSW, 2020–2022

Focus on VFX compositing (Nuke), moving image (DaVinci Resolve), and 3D modelling (Blender)

- Art & Design Undergraduate Scholarship (sole recipient)
- Dean's List 2021, 2022

Find me on:

- liam.macann.xyz /about
- GitHub: liam-macann
- LinkedIn: Liam Macann

Email
liam@macann.xyz

Phone
+61 416 505 324

Open source:

Pangolin ↗
Database-centric financial application inspired by fundraising experiences

- Multi-tenant Next.js app with internationalisation, row-level security, versioned SCD records, and arithmetic computed in PostgreSQL views
- REST API with a generated OpenAPI contract, running through Hono

tailwindcss-scrim-gradients ↗
Plugin (npm) to compose optically eased gradient overlays in Tailwind v3 + 4

Experience:

Terra Symposium, Technical mentor and contributor, *2022–*
Web application to live-moderate gamified educational workshops

- Designed and implemented a node editor to model decision flows for interactive storytelling (choose your own adventure), enabling content authorship for non-technical writers
  - Deeply integrated into Sanity CMS platform, including leveraging undocumented APIs for feature parity with native navigation
  - Updates and validates in real time across multiple instances
- Oversaw development of moderation dashboard to present workshop content to students (Astro SSR)
  - Aids live delivery by lifting complexity from game moderators (e.g. forecasting decision branches to return duration estimates)

Firstdraft, Senior project producer (fundraising), *2024/2025*
Contemporary arts organisation, not-for-profit

- Led operations for major annual fundraising initiative, which contributes 25% of total organisation revenue
- Halved turnaround by replacing legacy spreadsheets with a relational data model, establishing single source of truth for 250+ artworks
- Coordinated inbound and outbound logistics over four delivery channels, including managing partnership with local service provider
- Liaised with over 200 individual exhibiting artists to manage consignment, documentation, and invoicing requirements

RMA Sport, IT operations, *2017–2023*

- Administration of staff through a dual Google Workspace and Microsoft Entra ID (formerly Azure AD) IAM stack
- Maintenance and incremental redesign of legacy WordPress site, including PHP development to extend custom child theme

Freelancing

- 3D visualisations for large touring exhibitions and commissions
- Simulated ML training data to identify defects and hazards
  - Produced LiDAR data to simulate drone surveys, which would locate collisions between trees and electrical lines
  - Used Blender to model renders of damaged line goods