~/CV $ WHOAMI

SAMUEL BILLINGHAM

Senior frontend engineer - React, TypeScript and embeddable SDKs

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LOC Lofoten, Norway

$ ./EXPERIENCE

Senior Developer → Bilberry Technologies

Jun 2023 - Mar 2026 · ~3 years

Team Lead, Frontend · Activity booking SaaS · Remote, Lofoten

Worked on Bilberry, a production booking and operations platform used across hundreds of client sites in the Norwegian hospitality market. Co-maintained the production SDK used to embed booking and checkout experiences, and helped rebuild the core platform in Next.js and TypeScript.

As team lead I reviewed technical approaches and implementation work. I helped mentor junior developers. Became the go-to engineer for experimental projects, including a festival ticketing system and early real-time collaboration tooling. Triaged escalated issues, traced production errors and carried fixes through release.

Full-Stack Engineer → codewithsam_

Apr 2021 - Apr 2023 · 2 years

Contracting · Product and interaction design · React / Next.js / R3F

Worked across interactive web projects and Web3 products. Built React, Vue and Three.js interfaces backed by Node.js services and EVM contracts. Projects ranged from narrative websites and puzzle systems to token-gated commerce, composable on-chain mechanics and custom optimised rendering. Alongside this, developed and maintained client projects spanning animation tooling, interactive puzzles and study materials.

Lead Engineer → BLDG BLOX Inc.

Sep 2019 - Mar 2021 · ~1.5 years

Seed-stage product company · Nuxt.js · Firebase · External integrations

Recruited by an NYC startup through my open-source contributions. Led engineering for its community collaboration platform, taking it from an early whitepaper through investor demos to launch. Built the core discovery, publishing and member workflows. Owned the frontend and backend, including permissions, realtime data and serverless architecture.

Frontend Engineer → Independent Contractor

Feb 2018 - Sep 2019 · ~1.5 years

Clients: Sideways6, KYRA, Unmind and Nexar

Built product interfaces for London startups. Maintained marketing and brand sites in HubSpot and WordPress, using GSAP and SVG for animation. Alongside client work, built open-source publishing and community tools, including an embeddable comments SDK, themed sites and developer boilerplates.

Teaching / Dev Tools · Frontend, JavaScript, data visualisation and iOS — 2016 - 2018

Creative Developer · Interactive digital agency work — 2014 - 2016

$ ./SELECTED-PROJECTS

Lofoten Fieldworks

TYPESCRIPT / R3F · GEOSPATIAL SYSTEMS

Building browser and mobile experiences from Kartverket terrain data. Lofoten Crossing combines day-by-day chapters with free flight through the islands, backed by a **TypeScript / R3F terrain pipeline** and multi-LOD streaming. A mobile companion is in development.
lofotenfieldworks.com

Hexapod Industries

NEXT.JS / R3F / TWILIO · INTERACTIVE NARRATIVE

Designed and built a 12-week story across three connected websites, with faux desktops, terminal puzzles and a hidden phone challenge. Connected React interfaces, puzzle state and signed on-chain actions into one experience.
records.hexapod.industries

// STACK

// CORE

TypeScript · React / Next.js · Vue / Nuxt · Node.js

// ENGINEERING

Frontend Architecture · Embeddable SDKs · APIs & Integrations · WebSockets

// CREATIVE TECHNOLOGY

Three.js / R3F · Solidity / EVM · Figma / Adobe Suite · Raspberry Pi / Arduino

// EDUCATION

BSc Digital Art & Technology
University of Plymouth, 2013
IDAT Lab · technical / interactive systems

// LINKS

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