

Louis Braidwood

Full Stack Engineer

louis@teamvertex.co.uk | Edinburgh, Scotland
louisbraidwood.co.uk | GitHub | Itch.io

PROFESSIONAL EXPERIENCE

Voror Health Technologies

Software Developer

Remote

May 2023 – Present

- **High-Impact UX Engineering:** Lead developer for the *Record Viewer* tool, optimizing the "Cost of a Click" for clinicians. By reducing interaction steps for viewing patient records, the system is projected to save the healthcare sector **£10 million annually** in GP administrative time.
- **Legacy System Modernization:** Orchestrated the complete re-architecture of the *Data Sharing Manager* from a legacy **Angular 8** codebase to a modern **Vue 3 & TypeScript** ecosystem.
 - Refactored **50+ complex components** into a modular, maintainable structure.
 - Introduced a robust E2E testing suite using **Cypress** and **Cucumber**, previously non-existent, now integrated into the CI/CD pipeline.
- **Data Pipeline Engineering:** Maintain high-throughput ingestion pipelines using **Java** and **RabbitMQ** handling **38 million patient records** across 850 GP practices. Transform unique clinical formats (EMIS, TPP, HL7) into unified JSON/SQL structures.
- **Security & Compliance:** Designed a custom **Auth0/JWT** generator for NHS Generic Subscription requirements and implemented system-wide **HSTS filters** to enforce HTTPS, ensuring strict adherence to DPIA standards for patient data.
- **Technical Leadership:** Regularly lead internal and external demos with NHS technical teams, bridging the gap between clinical requirements and engineering solutions (e.g., aligning OAuth2 integration strategies).

Technical Projects & Engineering

Software Engineer

Edinburgh / Remote

2014 – Present

- **Commercial Web Development:** Delivered a bespoke booking platform for a client using **Vue 3** and **Docker**. Integrated **Google Places API** and optimized SEO, resulting in a **200% year-on-year increase** in customer inquiries.
- **Mobile Graphics & Systems Engineering (Unity/C#):** Developing "Squishy," a high-fidelity 3D mobile simulation.
 - **Performance Optimization:** Wrote custom **HLSL vertex/fragment shaders** and implemented a **Universal Render Pipeline (URP)** workflow to achieve 60 FPS on mobile hardware while emulating soft-body physics calculations.
 - **Mobile Architecture:** Designed a touch-first input system and managed strict memory budgets for mobile deployment.

TECHNICAL SKILLS

Frontend Expert: Vue.js (Vue 3, Composition API, Options API, PrimeVue), TypeScript, Cypress (E2E), Tailwind CSS.

Backend Proficient: Java (Spring/EE), C#, Node.js, RabbitMQ, Maven/Gradle.

Legacy Stack: Angular 8+, PHP (Familiar).

Data & DevOps: MySQL, PostgreSQL, MSSQL, Docker, AWS, Git, Jira, Keycloak/OAuth2.

EDUCATION

Heriot-Watt University

BSc. (Honours) Computer Science

Edinburgh

2019 – 2023