Elliot Waddington

Senior Product Engineer
Bordeaux, France · UK citizen, French resident
elliot_waddington@hotmail.co.uk
github.com/getinnocuous
linkedin.com/in/elliot-waddington

ABOUT

I've been building web and mobile products for 10+ years. For the last four I've built products for engineers at Overmind: an infrastructure change-impact platform, and now Until, a plan-driven workflow for coding agents.

React, TypeScript and all things client-side are my bread and butter. I started as an artworker and taught myself to code, and I think things only feel right when they work right.

Outside the 9–5, I built the mobile app for a game with 38 million+ plays a year, and an app for learning French, to scratch my own itch.

EXPERIENCE

Overmind
12/2022 – Present

Senior Product Engineer
Remote · Infrastructure change-impact platform for engineering teams · Now building Until

- Only frontend engineer. Built the platform's UI from scratch, turning live infrastructure data into interactive graphs, and still own it.
- Product engineer on Until (pre-launch).
- Built the client side of real-time WebSocket streaming for graphs of 50,000+ resources.
- Rebuilt the graph rendering pipeline. On a 52,000-node query, data loads over 85% faster and the median long task fell from 500+ ms to under 170 ms.
- Added in-app feedback on risk insights, including the Go API and Slack alerts. It tracks where users came from, asks about the risk they've spent longest on, then backs off.
- Built the component library the whole platform uses.
- Set up end-to-end and unit testing, plus a performance regression suite that uses Claude to suggest causes when things slow down.
- Decide what we build, and what we don't, with our product designer.
- Write Go API endpoints when features need them.

cinch
01/2021 – 12/2022

Senior Software Engineer
Manchester, UK

- Led a remote team of 5 engineers that built and launched the cinch app on iOS and Android in React Native.
- Frontend lead for the car ownership and maintenance squad. Also worked in checkout.
- Contributed to the cinch design system.

Auto Trader
01/2020 – 12/2020

Front-End Developer
Manchester, UK · The UK's largest car marketplace

- Frontend lead on a new advertising product that helps dealers reach local buyers.
- Helped move a legacy Java app to React, TypeScript and GraphQL.

Absurd
04/2018 – 12/2019

Front-End Developer
Manchester, UK

- Rebuilt large websites for clients including Electrical Safety First and Brother.
- Built frontend features for a global e-commerce site.

Havas Lynx
03/2013 – 04/2018

Artworker, then Front-End Developer
Manchester, UK

- Produced 200+ eDetails (interactive presentations for pharma sales teams) for clients including Bayer, AstraZeneca and Teva.
- Built a component library used across the company.

PROJECTS

comprenday
09/2026 – Present

Personal project
comprenday.app · App Store

- Designed and launched an iOS app that teaches French noun gender, working alone.
- Design and UX shaped by published research on what helps learners best: incorrect words come back sooner, mistakes get neutral corrections rather than penalties, and a gender pattern only counts as mastered on words you've never practised.
- Daily puzzle where everyone gets the same 15 words and 3 seconds per word, with answers checked on the server so results are fair.

Higher or Lower Game
08/2022 – 06/2025

Freelance, part-time
higherorlowergame.com · App Store

- Built the React Native app for iOS and Android on my own, and maintained the JavaScript web version.
- 38 million+ plays within a year, 2 million+ web users and 188,000 iOS downloads (client-provided figures, up to 06/2025).