


Katrice Mountford

Software Engineer

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I'm a frontend-focused Software Engineer who's passionate about creating intuitive user experiences and thoughtful design systems. With a strong product mindset, I'm always looking for ways to solve real problems - not just ship features.

I thrive in cross-functional teams, working closely with designers, product managers, and QA to shape ideas into scoped, impactful solutions. My strongest skills are in React, TypeScript, and modern frontend architecture, but I'm also confident across the stack - especially when integrating AI-powered functionality.

Currently at Aurecon I'm helping to build tools that improve productivity and knowledge sharing. I'm naturally curious, always asking "why", and I love being part of teams that care deeply about users, quality, and building things that matter.

EDUCATION

Bachelor of Computer Science

Swinburne University
Expected Completion 12/2026

Diploma of Information Technology

Coder Academy, AIT
2024

UX UI Design Intensive Course

Academy Xi
2021

EXPERIENCE

Software Engineer

Aurecon | Oct 2024 - Present

- Designed and led development of the frontend architecture for a core dashboard and workflow for a high-profile client POC, directly contributing to a multi-million dollar bid win.
- Built a complete enquiry flow (create, view, share) using React SPA, Flask backend, OAuth, and Azure services.
- Developed and shipped *Cue*, an AI-powered knowledge tool built with React, Next.js, and OpenAI, improving prompt quality for non-technical users.

Associate Software Engineer

_nology | Jun - Sep 2024

- Built multiple full-stack web applications with a focus on clean architecture, maintainability, and responsive design using React, TypeScript, NestJS, and MySQL.
- Contributed to an internal student performance tracking tool, implementing performance dashboards, user authentication, and admin management features.
- Developed key CRUD functionality, search/filter features, and frontend state management patterns across various projects.

Frontend Software Engineer Intern

Posi | Mar - Jun 2024

- Designed and implemented the end-to-end user onboarding flow for a B2B SaaS marketing tool, using React and TypeScript.
- Introduced consistent styling across user reporting pages using Bulma and BEM conventions, improving design clarity and UX.
- Proactively fixed UI bugs and refactored existing components for readability and performance, helping accelerate product readiness for launch.

Associate Software Engineer

Coder Academy | Sep 2023 - Mar 2024

- Delivered data architecture, API endpoints, and testing coverage (Jest, SuperTest) across frontend and backend environments.
- Implemented authentication (JWT), profile management, image upload functionality and a custom post/comment system using the MERN stack.

Co-Founder & Frontend Engineer

Talk to Maple | Jan - Jun 2023

- Launched *Talk to Maple*, a gamified AI-powered self-care mobile app targeting Gen-Z, accepted into Antler Australia's pre-seed accelerator.
- Achieved over 200 user downloads with 95% positive user sentiment, and a measurable uplift in Day 1 & 2 retention after key UX iterations.
- Designed and built the app's frontend using Flutterflow, integrating OpenAI's GPT-3.5 API for conversational journaling and Firebase for auth.
- Implemented a red flag safety system using OpenAI's moderation + custom keyword checks to support at-risk users ethically.

SKILLS

Frontend: React, Next.js, TypeScript, JavaScript, Tailwind CSS, Bulma, BEM

Backend: Python (Flask), Node.js, NestJS, Java (Spring Boot)

Databases: PostgreSQL, MySQL, MongoDB, CosmosDB, SQL

Cloud & DevOps: GCP, Azure, REST APIs, OAuth 2.0, SonarQube

Testing & Code Quality: Jest, React Testing Library, Test-Driven Development (TDD)

AI & Data: OpenAI API (GPT-3.5/4), Prompt Engineering, Data Analytics

VOLUNTEERING

Girls Programming Network

Volunteer Python Tutor
Oct 2024 - Present

I volunteer as a Python tutor with the Girls Programming Network, a program that inspires high school girls and gender-diverse students (Years 7-12) to explore coding. I support classroom setup, run coding and maths games, assist students with projects, and help create a fun, inclusive learning environment.

Product Manager

Culture Amp | Jul 2022 - Jan 2023

- Reduced churn by 5% by defining a user retention-focused product roadmap, prioritising initiatives based on customer interviews, product data, and revenue risk analysis.
- Gained buy-in from the senior leadership team by clearly articulating customer pain points and data-driven rationale behind product decisions.

Product Manager

Surreal | Jul 2021 - Jul 2022

- Led the 0 -> 1 development and successful UK launch of Surreal's new product, driving the entire product lifecycle from concept to market entry.
- Secured \$750,000 in VC funding by crafting and presenting an international product strategy, emphasising scalable growth potential.
- Conducted deep user research and requirements gathering, ensuring strong product-market fit and aligning development with user needs.
- Collaborated with the CTO & engineers to define feasibility, streamline execution, and launch an MVP with early traction.

Product Manager

Henry Schein One | Jun 2019 - Jul 2021

- Uplifted customer NPS by 30 points and doubled user growth over a 12 month period through curation and execution of an impactful user-focussed product roadmap.
- Led the successful launch of Dentally (an acquired UK product) into the Australian market through defining and scoping market entry requirements.

Senior Technical Support Consultant

Henry Schein One | Jan 2017 - Jun 2019

- Handled all 2nd and 3rd level technical escalations including server migrations, managing system outages and writing, testing and running custom SQL scripts.
- Provided excellent customer service and maintained a 99.9% customer satisfaction score.