

ABOUT

I work across product design and front-end engineering. I make key decisions and build strong foundations early, so teams can move quickly without sacrificing quality. Polish is what a good system produces, not a final pass added on top.

LINKS

icantcontrolmyego.net
fabio@fabio.cv
linkedin /fabioaraujoazevedo
github /naso

PERSONAL PROJECTS



Softle

Physics-native design tool

Jul 2026 · softle.app In progress

- Own the concept, the product design and the code.
- Co-wrote the engine with AI, a dependency-free XPBD soft-body solver in TypeScript, so shapes collide, bend and stack.
- Built SVG round-tripping with any vector editor, so curves, compound paths and fills survive the solver intact.

EXPERIENCE



Senior Design Engineer

Float.com · Remote

Jan 2021 — Jun 2026

- Started the design system in Base UI and Vanilla Extract, with dark mode on tokens synced between design and code.
- Led the UI component work so feature teams could compose interfaces rather than rebuild the basics, and ship faster.
- Built the interactive chart primitives behind Dashboards and Reports, plus a new table component for Data Studio.



Front-end Developer → Technical Director

Resn · Remote

Jun 2020 — Dec 2020

- Built WebGL galleries, shader-driven scene transitions and extensible hotspot systems for two online product launches.
- Promoted to Technical Director, overseeing builds, scoping the work and supporting the teams delivering it on schedule.



Teacher, Front-end Development

EDIT · Porto, Portugal

May 2015 — Feb 2016

- Designed the full course curriculum, teaching HTML, CSS and JavaScript to design and development students.
- Taught by replication, with pre-built demos and a full client brief students rebuilt and made their own.



Front-end Developer → Tech Lead

UNIT9 · London, UK

Sep 2012 — Jun 2020

- Tech lead on large multi-developer builds at campaign pace, setting the architecture and integrating the team's work.
- Delivered interactive work for Disney, Ubisoft, Airbnb, Nike, Lufthansa and Bentley.
- Built real-time 3D with Three.js and custom GLSL, Canvas 2D animation, webcam and phone-as-controller interactions.



Flash Developer, UI Designer → iOS Developer

Havas · Lisbon, Portugal

Oct 2010 — Oct 2012

- Shipped gigapixel deep-zoom experiences, physics-driven social visualisations and native iPad apps.
- Built AR campaigns and a live video compositing pipeline that rendered user media into a personalised film per viewer.
- Led the UI design for the Sport Zone community platform.

RECOGNITION

18x FWA	1x Behance Web Design feature
5x Awwwards	1x Cannes Lions
3x Webby	1x Creative Review
2x Lovies	1x CSS Design Awards
1x BAFTA	

STACK

React · HTML	Canvas 2D · SVG
Vanilla Extract · CSS	Figma · Paper
TypeScript · JavaScript	Cursor
Base UI · Motion	Claude Code · Cowork
Three.js · WebGL · GLSL	