

Judicael Andriamahandry

Senior Software Engineer

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Relevant Experiences

Software Engineer

June 2025 - April 2026 @MEPS / Bethel

- Resolved bugs across JW Library and [jw.org](https://www.jw.org), improving stability and user experience for millions of users worldwide.
- Contributed to the open-source `videojs-remoteplayback` plugin (`silvermine/videojs-remoteplayback`), implementing remote playback support for AirPlay and Chromecast.

Senior Software Engineer

September 2023 - May 2026 @ClickUp

- Led the development of ClickUp's next-generation Whiteboard product, architecting the frontend with React, TypeScript, and `tldraw` for real-time collaboration at scale.
- Designed and shipped AI-powered features (image generation, automatic diagram creation) using the OpenAI API, integrated seamlessly into the whiteboard canvas.
- Built core features including threaded comments, presentation/slides mode, and collaboration tools, directly contributing to user adoption.
- Drove performance optimization, resolving rendering bottlenecks for smooth interaction on large boards. Championed architectural best practices and code quality across the team.

Frontend Engineer

January 2023 - October 2023 @DWS

- Maintained and extended Bungy's real-time web application using React, TypeScript, and SignalR, delivering data-driven features with end-to-end and integration test coverage.
- Led the development of a Progressive Web App for Bungy using Next.js and TypeScript, establishing a robust testing strategy with Playwright and React Testing Library.

Frontend Engineer

June 2022 - December 2022 @Flydesk

- Owned the Flydesk 2.0 rebuild, migrating the platform from WordPress to a modern Next.js and TypeScript stack, significantly improving page load times and user experience.
- Established a testing-first culture by introducing E2E tests and Jest with Testing Library for integration tests, increasing release confidence and developer velocity.

Core Team Member

February 2022 - October 2022 @tldraw (Open Source)

- Maintained `tldraw` v1 as a core contributor—shipping features, fixing bugs, reviewing PRs, and onboarding new contributors to the open-source community.
- Collaborated on the ground-up rewrite of `tldraw` v2, contributing features, writing tests, performing QA, and helping shape the product roadmap.

Full-Stack Software Engineer

August 2021 - May 2022 @SmartPredict

- Developed and tested platform features end-to-end across the full stack using TypeScript, React, Node.js, and Go.
- Implemented component isolation with Storybook and built client-facing web apps integrating internal ML APIs (image classification) using Next.js, Remix, and TailwindCSS.

Freelance Full-Stack Developer

March 2020 - January 2022

- Designed and shipped a portfolio site for an ML engineer (Remix, TypeScript, MDX) and a real-time e-learning mobile app (React Native, Socket.io) in collaboration with a designer.
- Built and tested mobile applications for retail and library clients using React Native, TypeScript, Prisma, and PostgreSQL.

Skills

Programming Languages

JavaScript (ES6+), TypeScript, HTML, CSS

Frameworks & Libraries

React, React Native, Next.js, Node.js, `tldraw`, OpenAI

Tools & Platforms

Git, Netlify, Vercel, Docker

Testing

Playwright, Jest, React Testing Library

Design

Figma

Education

ENI Madagascar

2016 - 2021

Master 2 in Computer Science

Languages

French (B2), English (C2), Malagasy (Native)

Interests

Tennis, Reading