Janrau Beray

Software Engineer — TypeScript, React and Python, shipping with AI agents

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Eligible to work in Finland · Open to remote or hybrid work

Software engineer in Finland. I started in electronics: an engineering degree, then equipment engineering at Texas Instruments. I ran my own recording studio, moved to Finland in 2022 and trained at Hive Helsinki. Since August 2025 I have been the integrations developer at a localization SaaS startup.

Experience

Integrations Developer, Localization SaaS startup Aug 2025 – present
Finland
- Sole integrations developer: built and own 6 ways for customers to connect, from React SDKs and a CLI to WordPress and Shopify.
- Built a multi-tenant edge proxy on Cloudflare Workers, so one deployment serves every customer site.
- Built a CLI that syncs 8 translation file formats, bringing iOS, Android and web apps onto the platform.
- Ship 5 public npm packages from one TypeScript monorepo with automated releases.
- Built the integration and webhook APIs in the Python/FastAPI backend.

Founder and Audio Engineer, Multimedia production studio (own business) Jan 2017 – Aug 2022
La Trinidad, Philippines
- Ran my own studio for over 5 years, from equipment and troubleshooting to client deadlines.
- Built a car warning accessory installed in 50+ vehicles.
- Built a gesture-controlled robot car over Bluetooth with 95% recognition accuracy.

Equipment Engineer, Texas Instruments May 2014 – Dec 2016
Baguio, Philippines
- Led machine conversions that cut downtime 30% and raised production efficiency 25%.
- Led 5 engineers on upgrades that cut operational costs 15%.

Projects

Slash Live
Darts tournament app for pub nights. Players join by PIN or QR code, and every match syncs live across three phones.
- Used for 4 real pub tournaments so far; live sync across three phones per match held up from the first night.
- Designed scoring as an append-only visit log with device-generated UUIDv7 keys, so several phones can score one match safely.
- A test caught tournament PINs leaking to anonymous clients through the sync layer; I fixed it at the Postgres publication and kept the test in CI.

`react, typescript, vite, pwa, hono, bun, postgres, drizzle, zero, better-auth`

kiln In use
Command-line tool that gives AI coding agents IDE-grade references, definitions, type errors, one-shot runtime debugging and a measured map of the code.
- Built a CLI giving coding agents language-server-exact references, definitions and type errors for TypeScript and Python.
- Used daily by my agents: 3,492 calls in 94 project folders from July to November 2026.
- Run a dogfooding loop where every wrong answer becomes a field report; 55 logged, 49 fixed.

`typescript, node, lsp, cdp, dap, python`

Sisu Shift Beta
Mobile app for Finnish nurses that tracks shifts and calculates pay; team leads can generate schedules from members' preferences.
- Tested with 20 alpha testers and 5 users through Apple's test channel.
- Built a shift-scheduling solver with OR-Tools CP-SAT that enforces Finnish rest and hour rules and balances fairness.
- Built photo-to-schedule import; Gemini vision turns a printed roster into shifts the user reviews before saving.

`react-native, expo, typescript, supabase, postgres, python, fastapi, or-tools, gemini`

synchd Live
Local-first chord charts on a beat grid; a live session keeps every band member's screen on the same bar.

- Built it for my own band and used it in a live performance with 4 members, replacing printed sheets.
- Synced band screens with a three-layer clock: a monotonic tick, an NTP-style server offset and a wall-clock fallback.

`react, typescript, vite, pwa, hono, bun, postgres, powersync, playwright, better-auth`

ShotClock Building

Basketball league app for grassroots leagues in the Philippines, with offline courtside scoring and live standings.

- Designed offline-first scoring; taps save on the phone and upload idempotently on reconnect, so no event is counted twice.
- Ran two sync engines side by side, PowerSync for offline scorekeeping and Zero for live views.

`react, typescript, pwa, hono, bun, postgres, powersync, zero, webrtc, better-auth`

rhythm In use

Personal goal system with a mentor voice, as a Telegram bot and an installable web app.

- Designed an LLM agent's memory as an append-only event log with pgvector embeddings instead of a graph database.
- Rebuilt v1 as v2 after daily use showed it lacked a goal hierarchy and time awareness.

`python, postgres, pgvector, expo, telegram, llm`

Claude skills and Seiza Live

Public repo of Claude Code skills, including Seiza, my design system, used in production by Slash and synchd.

- Designed Seiza, a design system with 12 laws, OKLCH tokens for light and dark themes, and Fibonacci spacing and motion scales.
- Seiza runs in production in two of my apps, Slash and synchd.

`css, oklch, markdown`

Education

Software development (42 network core curriculum) Oct 2023 - May 2025
Hive Helsinki

B.S. Electronics and Communications Engineering (DOST-SEI scholar) Jun 2007 - Apr 2013
Saint Louis University, Baguio

Integration training for immigrants (kotoutumiskoulutus) Sep 2022 - May 2023
Forssan ammatti-instituutti

Recognition

- 2nd place, Supercell × Junction AI Hackathon (May 2025), with a 48-hour AI interrogation game.

Licences

- Professional Electronics and Communications Engineer (Philippines)
- Professional Electronics and Communications Technician (Philippines)

Skills

TypeScript · React · React Native / Expo · Node.js and Bun · Hono · Python and FastAPI · PostgreSQL · Sync engines (Zero, PowerSync) · Cloud: Cloudflare Workers, KV, R2 and Pages; Docker on a VPS · Docker · Testing (Vitest/Jest, Playwright, pytest) · CI/CD with GitHub Actions and EAS · LLM integration (Claude, Gemini, OpenAI) · Constraint optimisation (OR-Tools CP-SAT) · C and C++ · Electronics engineering