

Seth Corker

Senior Product Engineer

London, UK (Right to work via ILR)

sethcorker.com [GitHub](#) [LinkedIn](#) blog.sethcorker.com

Seth Corker is a software engineer with over a decade of experience specialising in crafting delightful user interfaces, designing systems to solve difficult problems and having fun doing it.

Currently a Senior Product Engineer at zeroheight. Actively designing and building the agentic systems that respond to tools like Figma to update your design system documentation automatically as well as a flexible platform to manage agents, run evals and experimental workflows.

Experience

zeroheight

Senior Product Engineer

Jul 2022 – Present · London, UK

- Architected and built the agentic platform in zeroheight, allowing for experimentation with agents and unlocking new capabilities.
- Built multiple features to empower developers on zeroheight including measuring component library adoption in code and design tokens import/export which created a new customer segment.
- Shaped product direction by contributing to technical planning, roadmap prioritisation, and cross-functional collaboration with design and product.
- Prototyped multiple experimental features and concepts which resulted in an improved theming experience in zeroheight to support multi-brand customers.
- Lead the gradual adoption of TypeScript and local data stores to improve developer experience and reduce load times for subsequent loads.

Full Stack Product Engineer

Feb 2022 – Jul 2022 · London, UK

- Extended integrations with external developer tools like GitHub, Bitbucket, etc. to bridge the gap between developer documentation and design system documentation which was adopted by ~38% of all paid customers.
- Evolved collaborative editing experiences in zeroheight with ProseMirror/TipTap for rich text editing.
- Co-authored an Engineering Career Progression framework adopted by the engineering org — defining levelling criteria and growth paths which enabled more predictable hiring.

Zego

Senior Software Engineer & Tech Lead

Feb 2021 – Feb 2022 · London, UK

- Lead a team of 4 engineers, holding regular 1-1s and mentoring sessions
- Architected a new flexible data-driven onboarding experience to allow multivariate testing, improved time to market for new insurance products and improved reuse across onboarding journeys.
- Integrated with external sources to increase the number of new customers, offer promotional sign ups and improve the UX for customers coming from external insurance aggregators like Compare the Market and i-wonder.
- Drove the integration and adoption of a new CMS that powered the marketing website
- Implemented the company-wide design system and informed the structure for governance and engineering practices.
- Designed and implemented micro frontend architecture to enable scale and team agency across squads which allowed teams to collaborate more effectively.

Full Stack Engineer

Feb 2020 – Jan 2021 · London, UK

- Built and improved onboarding flows for consumer-facing acquisition channels including web and aggregators.
- Improved the internal React component library with unit testing, Storybook documentation, and DX improvements; introduced TypeScript as the standard for new features which drove type safety and reduced bugs and time to code review.
- Built backend services in Python and maintained a GraphQL API powering a Next.js frontend; worked with Django monolith and Python microservices.
- Led the frontend guild as a cross-functional forum for engineers and designers to collaborate which resulted in improvements to frontend quality, more code reuse and knowledge sharing.

EndGame · Full Stack Developer

May 2016 – Feb 2020 · Remote, New Zealand

- Built interactive and dynamic report-building tools with React charts to generate high-quality PDF reports.
- Lead frontend testing initiatives and introduced static typing across the frontend codebase using Flow to allow for easier refactoring and improved code quality.
- Maintained multiple REST APIs built in ASP.NET (C#) to power SPAs.
- Created digital assets for digital signage that pulled in dynamic foreign exchange data which was used throughout New Zealand by a national bank.
- Created an iOS-based multi-display experience for a retail environment which leveraged multiple connectivity methods to synchronise iPads together to create interactive digital experiences that could scale depending on the retail space available.

Concrete Solutions Ltd · IT Specialist & Designer Jan 2013 – Oct 2016 · Wellington, New Zealand

- Designed, developed, and maintained the company website with cross-browser compatibility (IE8+) and responsive design for mobile, tablet, and desktop.
- Built an internal web-based presentation framework for a consistent branded slide deck experience, leveraging web technologies for accessibility, responsive design, and animation.
- Developed an internal productivity tool for creating and managing complex quotes, built on Ruby on Rails.

Education

Victoria University of Wellington

Bachelor of Design Innovation (BDI)

Studied computer science alongside game design, interaction design and creative coding.

Skills

Frontend	React	TypeScript	Next.js	Storybook	TipTap	ProseMirror
	Cypress	Playwright				
Backend	Node.js	Python	Django	FastAPI	GraphQL	Relay
	Ruby on Rails	C# .NET	SQL	Postgres		
Infrastructure	AWS	Azure	CI/CD	GitHub Actions	Micro frontends	
Tools	nvim	git	Claude	Codex	pi	