

Tessel Stijn Punt

Full Stack Engineer | React and TypeScript

Netherlands | tspunt1@gmail.com

[Portfolio](#) | [LinkedIn](#) | github.com/bridge-applications

Full-stack engineer and founder building consumer applications and internal tools. Own product work from UI/UX design through React and TypeScript implementation, APIs, and production operations.

Experience

Bridge Labs — Founder and Software Engineer | Nov 2024–Present

Collaborate with a senior Unity developer in a shared multiplayer-game codebase and with a designer across projects; coordinate work through Jira.

- **Pebbler® — World app.** Built and operated a Web3 micro-task app with crypto rewards for surveys, A/B comparisons, and game quests. Serves approximately 25,000 weekly active users (peak: 150,000), with 4.6M surveys and 22M A/B testing tasks completed. Built localized React/TypeScript interfaces and Cloudflare Workers APIs backed by PostgreSQL, KV, and R2.
Play-and-earn feature. Integrated licensed Unity WebGL games through signed level-specific deep links and a bidirectional JavaScript/C# bridge. Implemented quest-state isolation, completion retries, and transactional reward processing with duplicate-claim handling.
[World app](#) | [Architecture and usage](#) | [Client overview](#) | [React integration](#) | [Unity integration](#) | [Reward architecture](#)
- **Pebbler® — Telegram app.** Built and operated a social slots game with approximately 15,000 monthly active users and 20M spins to date. Built React/TypeScript interfaces for character customization, progression, and animated game-state feedback; implemented Telegram authentication and payments, Cloudflare Workers APIs, PostgreSQL storage, and localization. Added Storybook interaction scenarios and Vitest browser tests covering localized purchase dialogs, checkout retries, resumable orders, and stale-response handling.
[Telegram app](#) | [UI gallery](#) | [Client overview](#)
- **AI Image Studio and operations console.** Built a React/TypeScript workflow for prompt templates, reference images, queued generation, draft recovery, candidate review, retries, and exports. Integrated OpenAI and Gemini APIs; added Storybook interaction scenarios and unit tests for draft persistence and recovery.
[Project overview](#) | [Frontend](#) | [Backend](#)
- **Bridge — browser file sharing.** Implemented WebRTC transfers and cloud uploads with adaptive chunking, buffer-based flow control, integrity checks, persistent download state, and progress feedback.
[Project overview](#) | [UX overview](#) | [Transfer architecture](#)
- **Authentication SDKs — [tg-auth](#) and [world-auth](#).** Built reusable client/server authentication packages for Telegram and World integrations, used across Bridge Labs applications.
- **React state management — [provider-kit](#).** Built a shared React/TypeScript state library with typed per-slice hooks, functional updates, and runtime Zod validation; reused across Bridge Labs applications.
- **Figma Context — design-to-code tooling.** Built a TypeScript Figma plugin that normalizes design geometry and exports compact React/SCSS context, variable bindings, assets, and visual references. Used it with AI coding agents to implement nearly all of Pebbler Telegram's HolyWheel page, its bundle offer dialogs, and most of its career page.
[Workflow and shipped screens](#) | [Tool overview](#)

Self-employed — Independent Developer | Jul 2024–Oct 2024

- Built Python data pipelines and monitoring systems on Google Cloud; developed an Electron-based Notion client with nested views and tabbed navigation.

LetPeopleWork — Freelance App Developer | Feb 2024–Jul 2024

- Developed features for the Android/iOS application and administrative web portal using React.

Leads.io — Frontend Developer | Apr 2023–Jul 2023

- Contributed Vue.js and CSS interfaces within a shared team codebase.

Recognition and professional development

Earned approximately US\$100,000 in World Foundation developer rewards in 2025; also received a World Foundation Community Grant. Invited to a Tools for Humanity / World build week in South Korea; placed third in the pitch competition.

Stanford Online — Advanced Learning Algorithms (Jun 2025); Supervised Machine Learning: Regression and Classification (May 2025). Google — Foundations of UX Design (Nov 2024).