

Tom Chapman

<https://tommychapman.com.au>

Brisbane, Australia

webmaster@tommychapman.com.au

Phone upon request

Braytech

<https://bray.tech>

2018—

Braytech is a third-party companion app for Bungie's Destiny which enables players to track their progression and find answers to their queries through various views which mimic and elevate Destiny's own interfaces with insightful features and additional curated data.

- Generated AUD \$400,000+ in voluntary community-supported revenue
- Designed, built, and operated as a solo developer
- Maintained across multiple game expansions and Bungie API revisions
- Handles real-world production concerns including performance, caching, and API rate limits
- Features evolved through ongoing feedback from an active player community

Benjamin Donnelly

<https://benjamindonnelly.com.au>

2023

A world-class concept artist's portfolio—emphasis on high resolution, full screen imagery, breakdowns of concepts, and explorations of projects.

Tom Chapman: Photographer

<https://tomchapman.photography>

2019—

An atypical photographer's portfolio with features other photographers wish they had. A beautiful blend of magazine spreads and grid-based albums, with a pinch of data-rich tools.

Xûr

<https://wherexur.com>

2017

An app built with React, Node.js, and Express to track and facilitate interaction with Xûr, a non-player character in Destiny 2, providing information on his location and available items for players to acquire.

Skill Types

- Languages: TypeScript, PHP, Python, Java, C#
- Frontend: React, Next.js, Vue, Vite, Webpack, CSS + preprocessors, responsive design
- Backend: Node.js, Express, REST API design
- Data & Storage: MySQL, PostgreSQL, SQL Server, MongoDB
- Infrastructure: Docker, web application performance & caching
- CMS & Platforms: Directus, WordPress, Shopify
- Product & UX: UI systems, accessibility (WCAG), user-focused design

